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New Characters! New Moves! New Fatalities! Pg. 28
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BLAH BLAH BLAH

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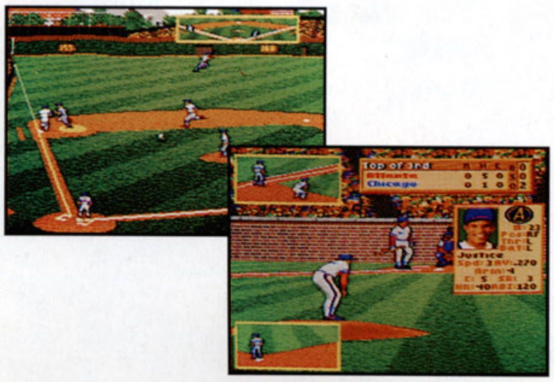
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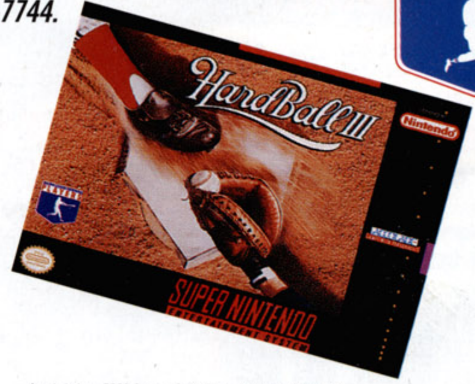
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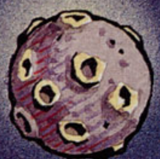
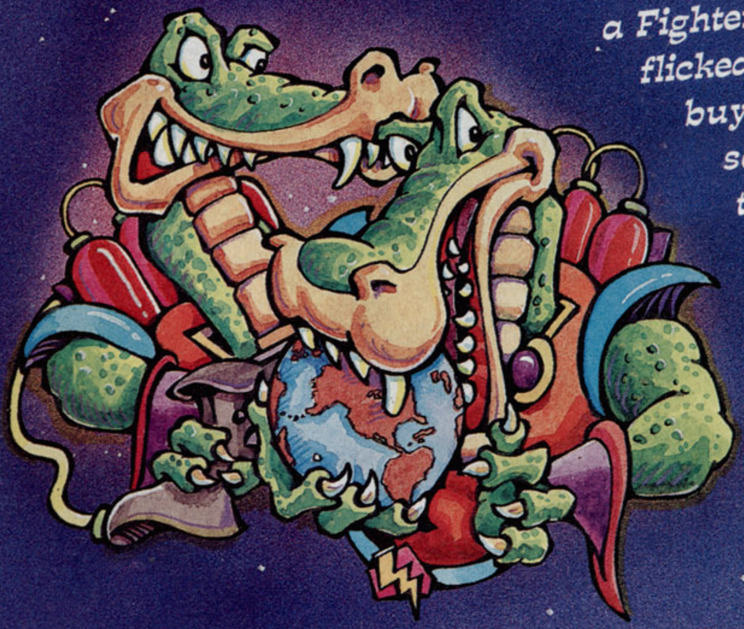
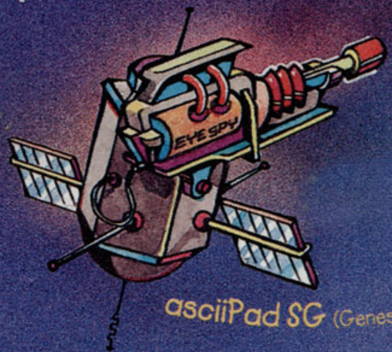


It all began when I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.

Power Clutch (Genesis) The joystick that revolutionized the Sega.



Super Advantage (SNES) As close as you can get to an arcade joystick - but they don't have cool features like Turbo-Fire,Auto Turbo and Slow Mo.



asciiPad SG

asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo, and Slow Mo. All this and cool looks, too.

*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE.

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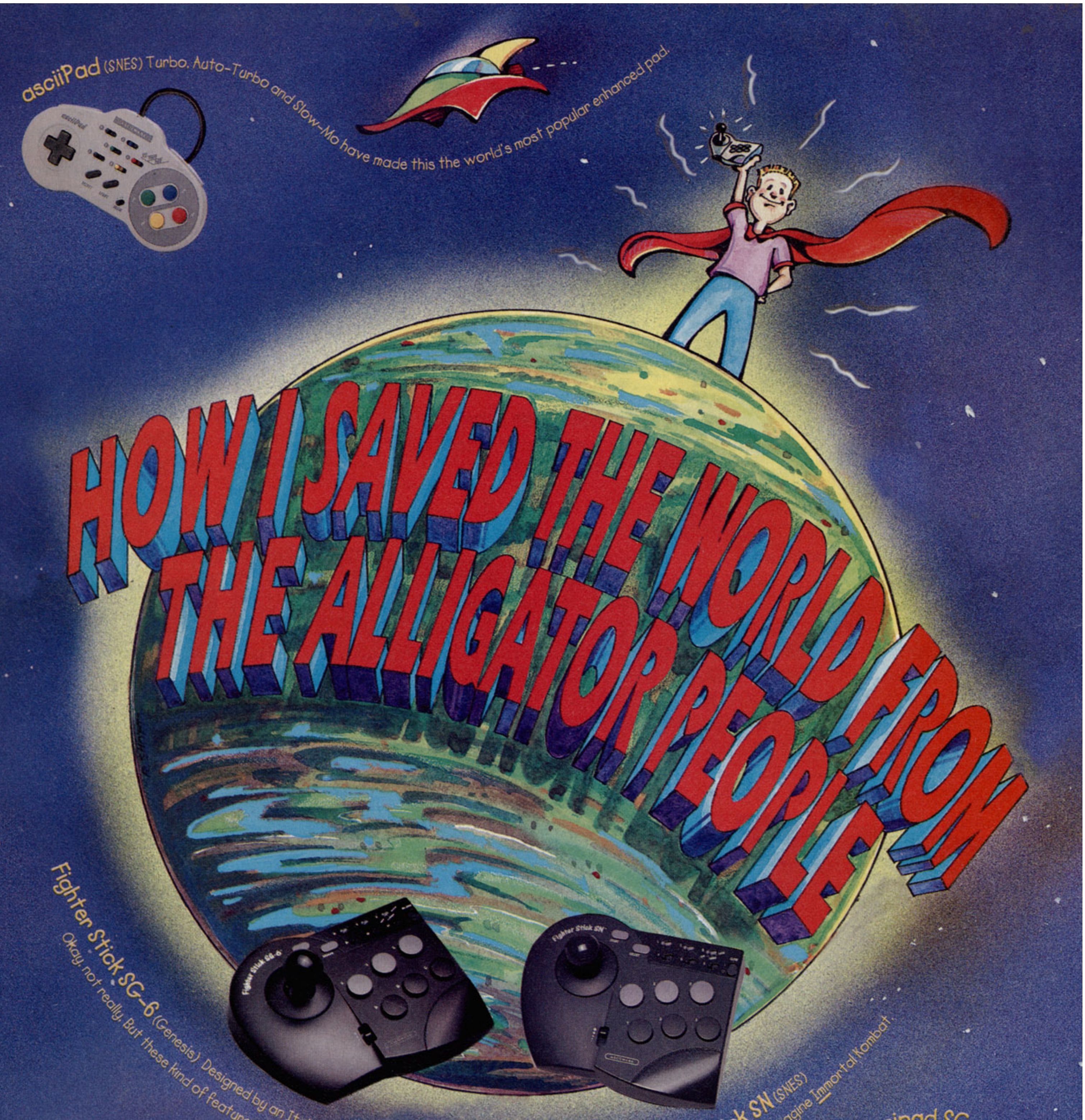
HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.

Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company. Okay, not really. But these kind of features are barely street legal.

Fighter Stick SN (SNES) The heavyweight of fight controllers. Imagine Immortal Kombat.

Soon, I had 'em all rounded up, and boy, were they *faced.* I showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ascipad SG-6 (Genesis) Six buttons, and killer styling. The ultimate street fighting pad. Black belt not included.

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ESTES

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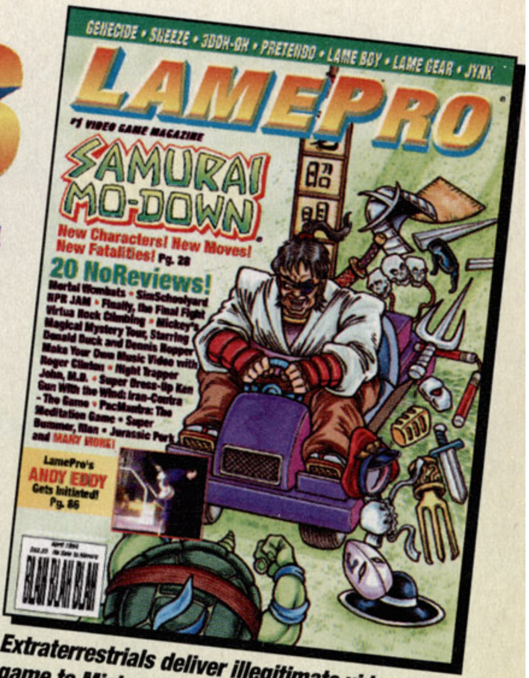

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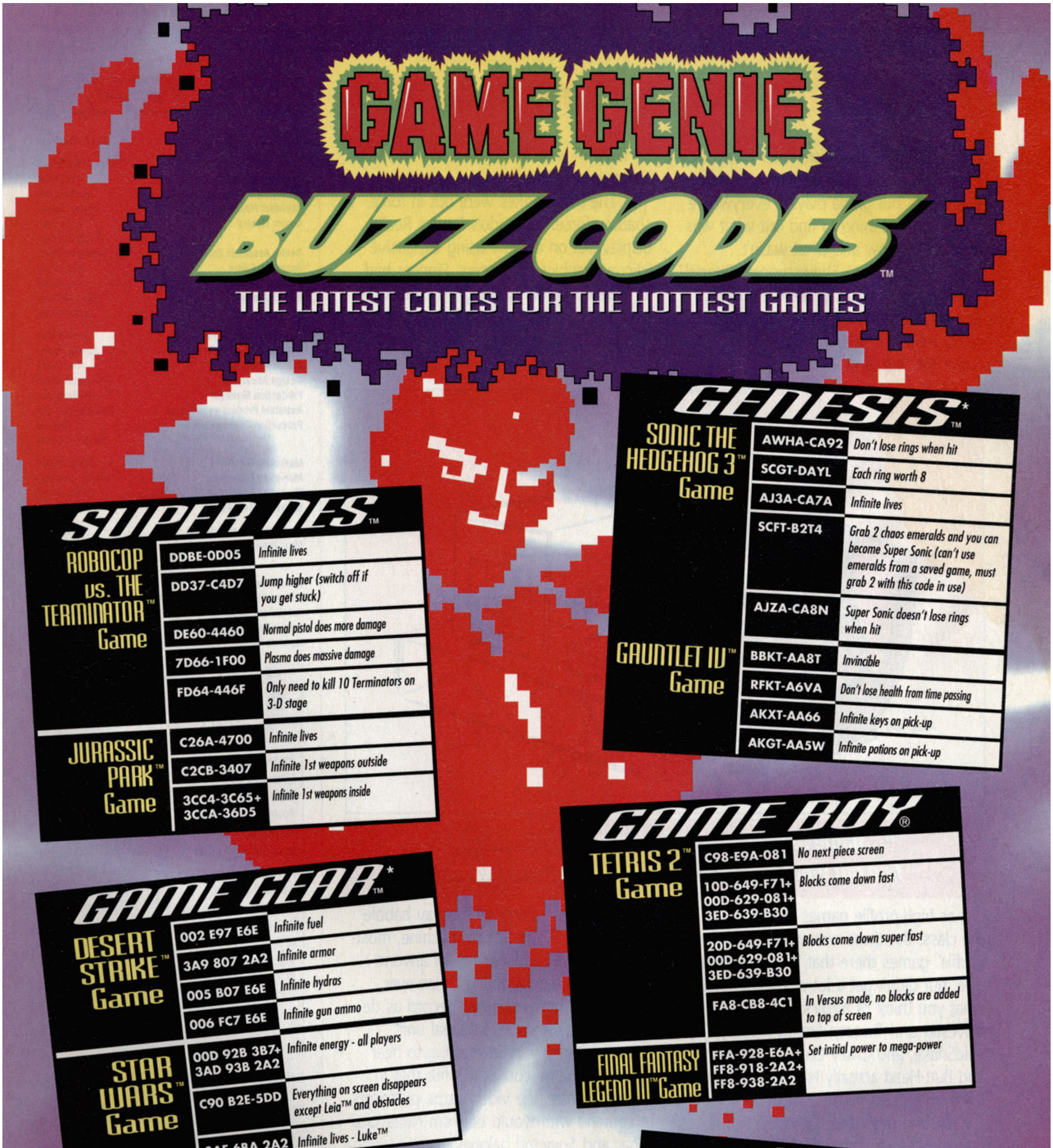
GAMEPRO
ProStrategy Guide
SONIC THE HEDGEHOG 3
Tons of maps, tips, and super-secret strategies revealed for Sonic 3!
A complete survival guide for Angel Island, HydroCity, and the Marble Garden Zones.
Next month we'll cover the Carnival Night, Ice Cap, and Launch Base Zones.
Part One Stay tuned for Part Two next month!



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	AJZA-CA8N	Super Sonic doesn't lose rings when hit
GAUNTLET IV™ Game	BBKT-AA8T	Invincible
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STAR TREK: THE NEXT GENERATION™ Game	OUXTPYOP	All systems immune to damage – shields down
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	GVNZOZIT	Stardate doesn't advance

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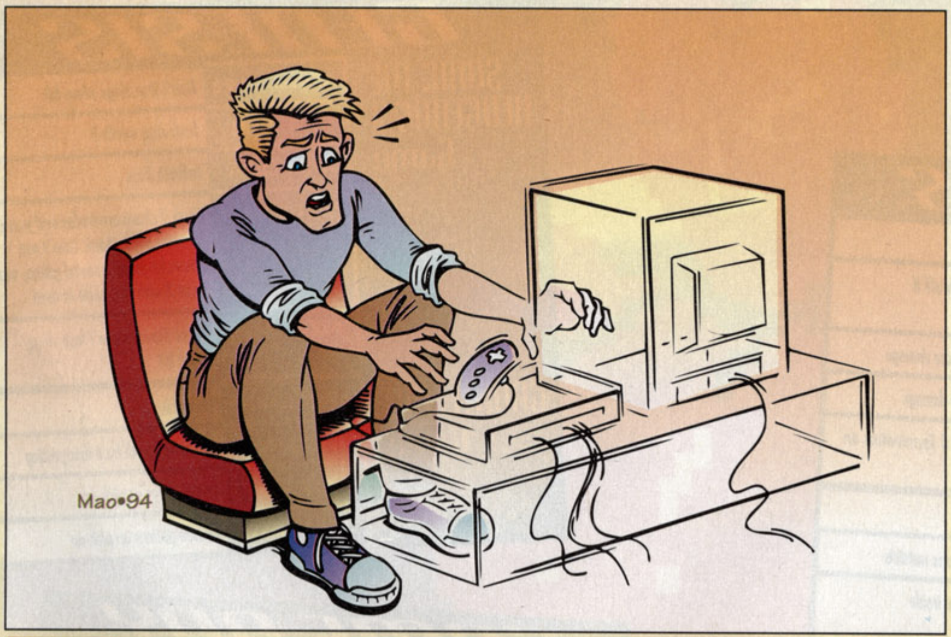
No Business Like Show Business

The 1994 Winter Consumer Electronics Show is already a faint memory in Las Vegas, but game players everywhere are likely beginning to find out what was real at the show and what wasn't.

Check the CES Showstoppers Special Feature in this issue to see the coolest games at the show that we haven't already reviewed in *GamePro*. Tomcat Alley, Super Metroid, and Virtua Racing stood out as high-profile games at the top of the class, but there were plenty of "low-profile" games there that looked impressive, but didn't get a lot of fanfare. See what you think of Kirby's Tee Shot, Sylvester and Tweety, Sound Fantasy, WildSnake, and Crazy Chase. Even Beavis and Butt-Head actually looked very good (heh, uh-huh uh-huh).



"...game players everywhere are likely beginning to find out what was real at the show and what wasn't."

Also in this issue, *GamePro* Lab Report pins down the heavy-hitting CES hardware, and ProNews reveals noteworthy occurrences with dependable reportage.

Of course, there's plenty of stuff that happens at the show that doesn't get a lot of press. For instance:

Surprise! Guess which Genesis game Sega honored as Best Product of the Year and Best Action Product of the Year among its third-party licensees? Mortal Kombat? Street Fighter II Special Champion Edition? Not! Try Soldiers of Fortune by Spectrum HoloByte!

The black boxes were out in force, shadow force. Nintendo's Project Reality display put on a show using expensive Silicon Graphics computers. Pioneer had its Laseractive unit putting on a quiet display, with 3D glasses yet. Sanyo and AT&T also showed off prototypes of their 3DO machines.

There was plenty of hallway babble about Sega's 32-bit Saturn machine, mostly centering on whether or not anyone had actually seen a unit yet. However, several companies went on record as developers for the soon-to-be-real unit.

It was also very interesting to hear that many game companies felt that in the near future, the video game platforms to contend with would be from Nintendo, Sega...and *Sony* (no baloney).

Also, Infotainment World (that's our publisher) was priming the pumps among CES show-goers for its own electronic entertainment trade show in 1995 in Atlanta! Maybe we'll see you there!

By the GamePros

P.S. – Please, do *not* read *LamePro*. We don't want to encourage that sort of thing.

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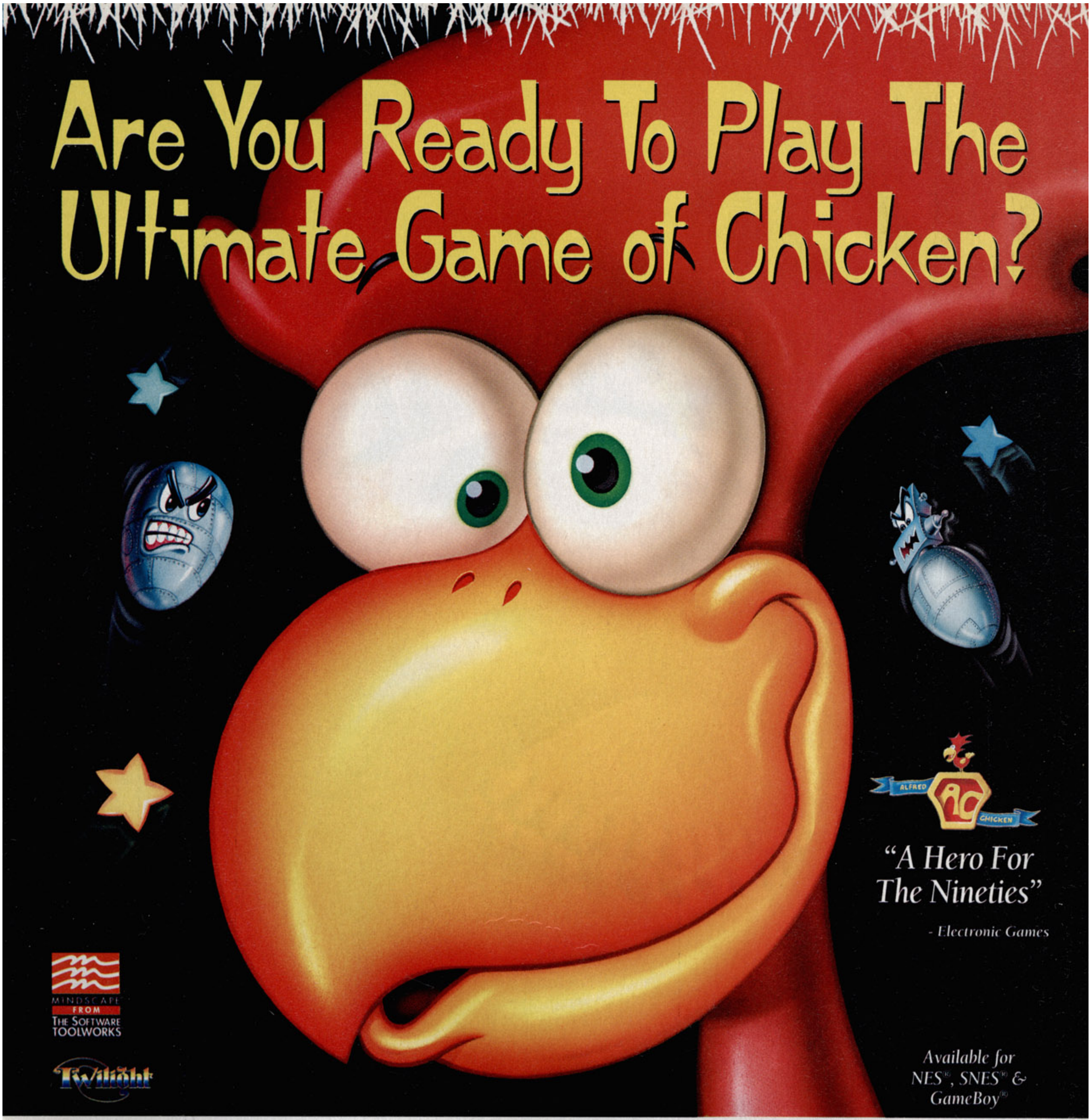

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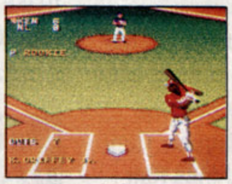

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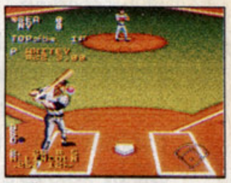


Extra-huge batters, extra-clear team logos. It looks and plays like an arcade game.

And the realism doesn't end there. Check out NHL® Stanley Cup® Hockey** and NCAA® Basketball***. They've got Super NES' exclusive **Mode 7** perspective. So your viewpoint rotates with every change of possession, objects shrinking and scaling with every step. Just like you're on the field with the pros. (The best play here, remember?)

In NHL Stanley Cup Hockey, if a slap shot doesn't scramble your opponent's brain, a body check most certainly will.

And those are just a few of the titles in the **massive** Super NES Sports Network. We're talking over 75 games here. With lots more to come.

NCAA Basketball gives you all kinds of rim-wrecking monster jams. (Flying glass shards not included. Good thing.)

So forget the next level. If you want a taste of the major leagues, just open wide and say, "Gimme the games of the Super NES."

The Best Play Here

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Ken Griffey Jr. Presents: Major League Baseball scheduled for arrival before Opening Day. *© 1994 Nintendo of America INC. © MLB 1994 **The NHL Shield, NHL team names and logos and Stanley Cup wording are trademarks of NHL Enterprises, Inc © NHL 1993. The Nintendo video game is an officially licensed product of the National Hockey League. 1993 Sculptured Software, Inc. Licensed exclusively to Nintendo.***© 1992 Hal America Inc. © 1992 Nintendo of America Inc. Developed by Sculptured Software, Inc. NCAA and Final Four are trademarks of the National Collegiate Athletic Association. The National Collegiate Athletic Association, The Southwest, Southeastern, Atlantic Coast, Big East, and Big Eight conference names, logos and statistics used by permission.

THE MAIL

GamePro Readers Speak Out!

Atari's Answer

I was recently browsing through your magazine and came across a review of our new 64-bit Jaguar on page 49 of your December 1993 issue. Obviously as the President of Atari I have a biased view, but I think that your writer missed some very important points when he or she said, "Without the big arcade hits from Capcom, the Jaguar has no chance of succeeding."

We at Atari are courting the arcade companies in a big way and hope that they become publishers on the Jaguar. They will be able to do things that are just not possible on any other platform. However, don't discount other sources of great software. There could be a creative force out there as we speak, working on a great Jaguar title. We at Atari are doing all we can to cultivate new and exciting experiences on the Jaguar....I ask gamers to write to their favorite publishers and ask them to write software for the Jaguar.

At Atari we are working on some ground-breaking software that will be released in the coming months. We are very excited about the possibilities for Jaguar and welcome comments from the enthusiasts who read *GamePro*.

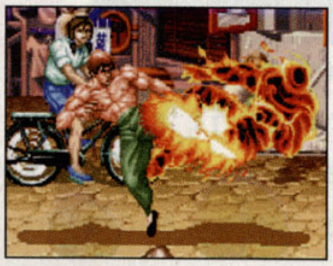
Sam Tramiel, President,
Atari Computer Corporation,
Sunnyvale, CA

(Send those comments to Atari, 1196 Borregas Ave., Sunnyvale, CA 94089. – Andromeda)

Super Hype Fighter

I'm completely disappointed by all the new hype over Super Street Fighter II. "Oh gee! Capcom's SOOOOO great!" They've created FOUR whole new characters in SIX years and made the music really cheesy. It's pathetic. Now I'm sure that in 1999, when Super Hyper Championship Turbo Really Cool This Time Street Fighter II (introducing Nerdy the pencil-tossing geek who can reflect Ryu's fireballs with his pen-guard!) comes out, a flock of fools will run to it. Me, I'll have moved on to companies that make good games with actual progress (e.g. Mortal Kombat II).

Kendal Dismore

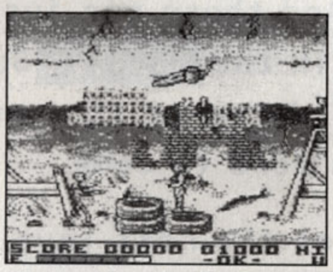


Super game? Or super hype?

Hot Topics – Readers Respond

I'm tired of hearing everyone knock the Game Boy. Sure, some of its games are lame, but that's true for any system. Anyone who says there are no good Game Boy games should try Aliens or T2: Judgment Day. Don't write off the Game Boy!

Greg Hough, Ontario, Canada



T2 – lookin' good on the Game Boy.

About video violence: Turn on your TV tonight at 5 p.m. and watch the news. Tell me if any of the crimes you see reported there were committed by young adults influenced by video games. Give us gamers a break!

Wes Campbell, St. Louis, MO

Mortal Humor

Why does Raiden lose so many girlfriends? He always tells them shocking things! And why doesn't Sub-Zero like the people he meets? Most of them are spineless!

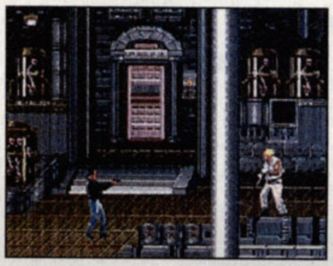
Jared Brewer, Alton, IL

Future Footage?

Will future CD games have footage directed by famous directors like Steven Spielberg or Tim Burton? And will they have famous movie stars in them?

Berin Iwlew, Richland, MI

(It seems likely that big-name filmmakers will get into big-name video games. The same thing happened ten years ago with music videos, when Hollywood started paying attention to MTV. Some top Hollywood names have already begun participating in video games – Steven Seagal, for instance. Spielberg himself has helped create a future game, The Dig. – The Unknown Gamer)



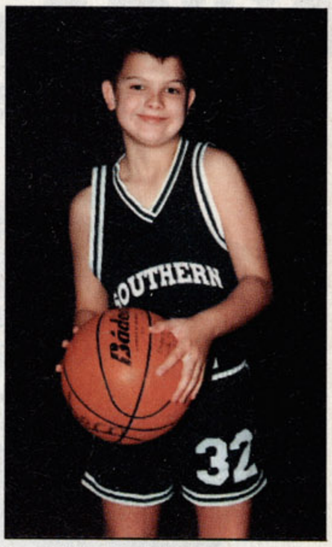
A first look at an actual screen from TecMagik's Steven Seagal – The Final Conflict for the SNES, due in the fall.

The Magazine Biz

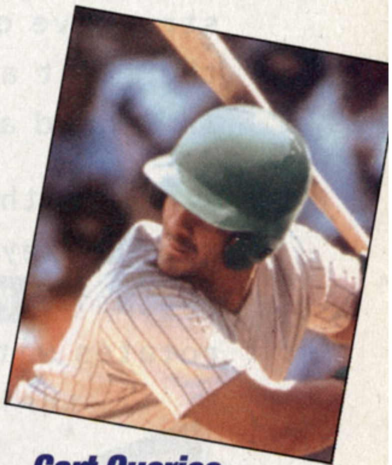
How do you decide which letters to publish in your mail section?

Bernie Cerezo, Norfolk, VA

(They must ask questions that nobody's asked in awhile, or they must provide a fresh perspective on topics relevant to gamers. ProTip: We don't publish any letters with obscenities in them. – Andromeda)



In addition to letters, we also publish the occasional reader photo! Here's hot shot Charles W. Thompson III of Huntsville, AL.

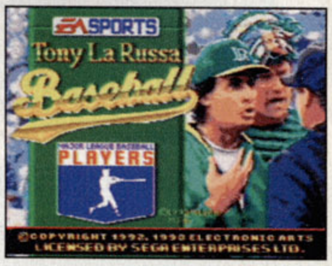


Cart Queries

Does EA Sports make baseball games?

Philip Novak, Toronto, Ontario

(They have. Tony La Russa Baseball for the Genesis was a big hit in 1993 for EA Sports. Their new MLBPA for the SNES is coming soon. – Doctor Devon)


EA SPORTS
Tony La Russa
Baseball
MAJOR LEAGUE BASEBALL PLAYERS
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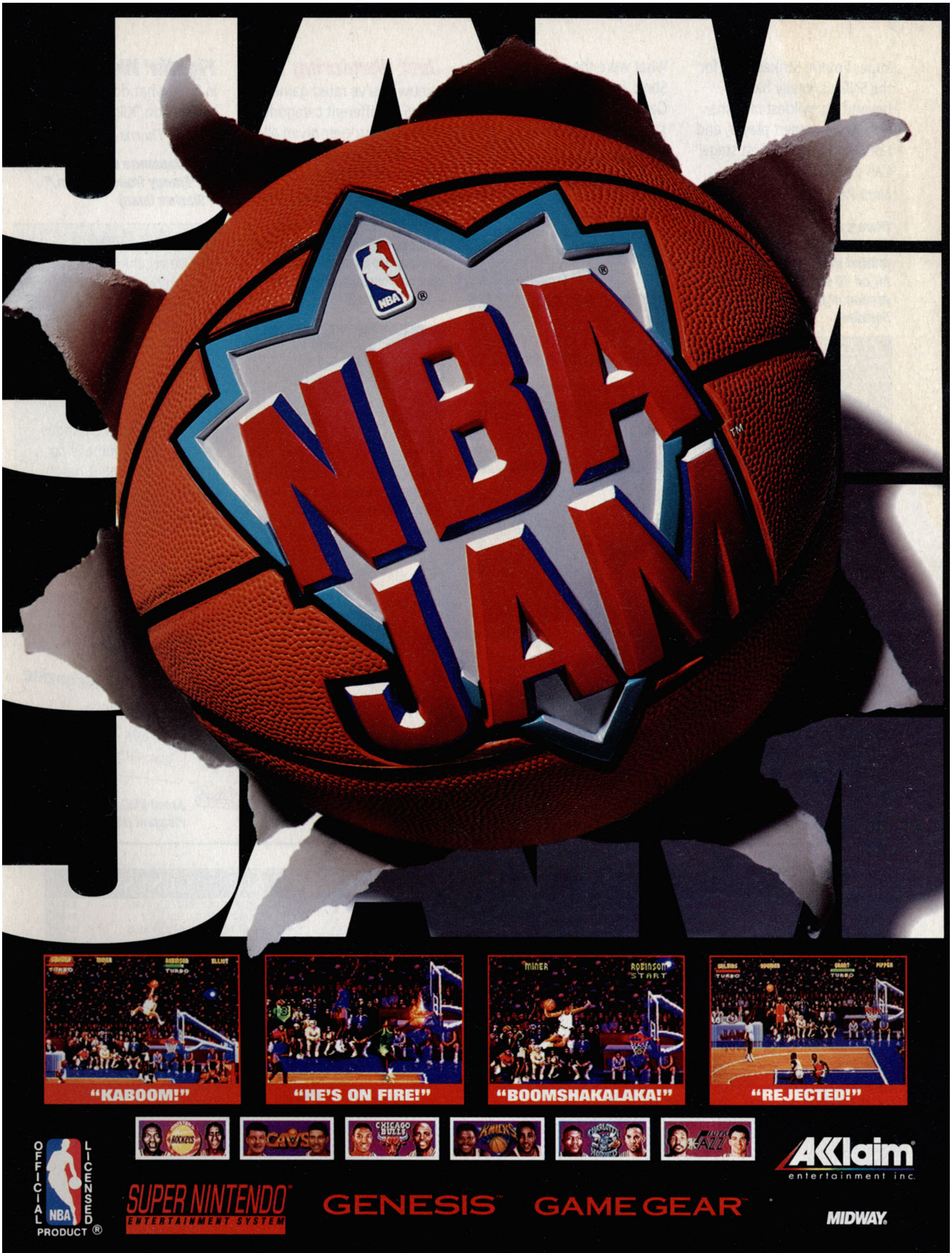
No baloney from Tony. His baseball game earned a 5.0 FunFactor in our April '93 ProReview.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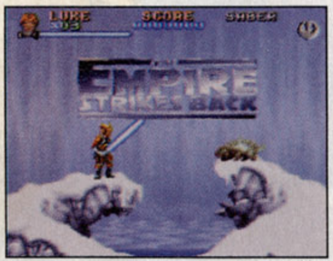
Super Empire Strikes Back for the SNES is totally hard – beyond my wildest imagination! I'm an expert player, and I can't get past the first stage! Can you help me?

Mark Pezzula, Albany, NY

(Here's a password to get to Stage 2 on Hoth: WDWDWB. We printed the complete passwords for all 19 stages in the SWATPro section of this issue. – Captain Squideo)



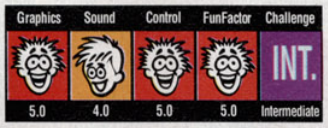
Select Super Empire's super second stage.

What were the ratings for Sonic 1 and Sonic 2 for the Genesis?

Eric Marshall, Alexandria, LA

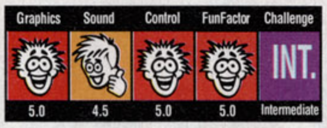
(The original Sonic game for the Genesis was reviewed in June 1991. We gave Sonic 2 almost identical ratings in January 1993. Here are the ratings for both. – Earth Angel)

Sonic the Hedgehog



Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	5.0	5.0	INT. Intermediate

Sonic the Hedgehog 2



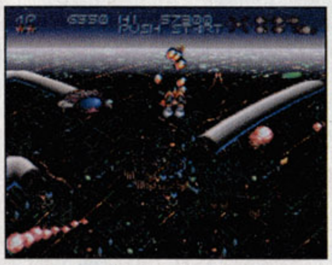
Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	INT. Intermediate

Just Wondering

I know you've rated games 1.0 or 1.5 in different categories, but have you ever given all 5.0 ratings to a game with Expert challenge?

Shawn Camp, Memphis, TN

(Not yet. Axelay and Super Empire, both for the SNES, are two expert-level games that almost scored perfect 5.0s. – Ben D. Rules)



Awesome Axelay, just a .5 away from a perfect score.

Fightin' Words

In SF II, what does Chun Li's expression "Kikkoken" mean?

Andrew Thorne, Decatur, GA

(This Japanese word translates as "Energy from the palm." – Slasher Quan)

Reader Report

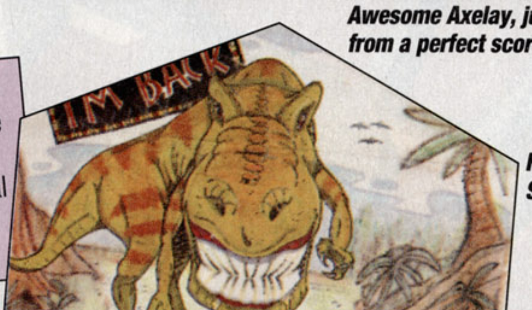
We've received hundreds of letters on the subject of game endings. The estimated tally so far:

72% • The ending is a vital element; no game can be considered great unless it has a great ending.

28% • A good ending is nice, but the game is far more important; if the game is good enough, the ending is superfluous.

Envelope Art Award

Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim's Dual Turbo Wireless Remote System for the SNES or the Genesis.



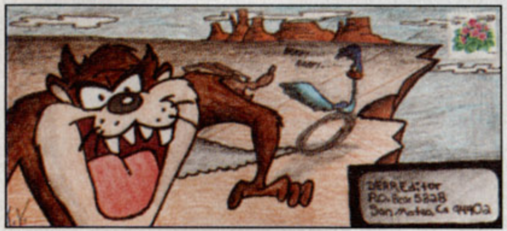
Hiram Rodriquez
San Francisco, CA

Whaddaya Think?

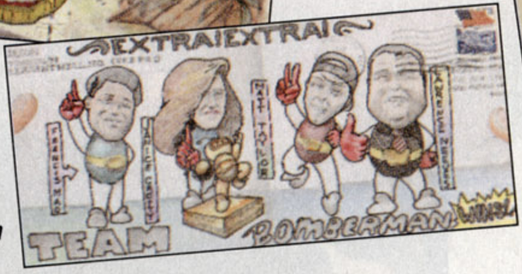
This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Envelope of the Month



Kellie Vernon
Marietta, GA



Jason McDaniel
Pleasant Hill, AZ

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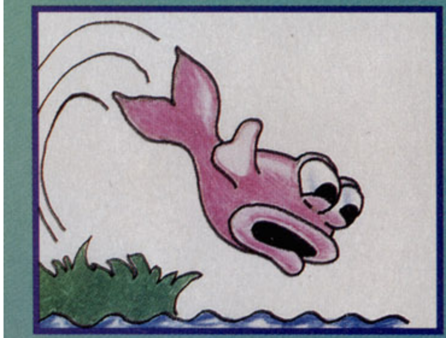
Meet Goopy the Guppy



Name: Goopy the Guppy

Astrological Sign: Pisces

Favorite Book: Moby Dick

Favorite Musician: Muddy Waters

Hobbies: Sucking algae off the bottom of barges

My Idea of a perfect mate is: a flounder with really big scales.

Turn Offs: When people use anchovies for bait, I prefer pepperoni.

Goopy the Guppy is one mega-cool fish that swims with ease and spits air bubbles at enemies with deadly accuracy. Join Goopy and the other four amazing Claymates in their action-packed adventure. Transform yourself into the different characters to climb trees, burrow into caverns, flap out of danger or turbo-speed out of trouble. So cool, it's won the Game Players Nintendo Sega Special Achievement Award 1993 for Excellence in Sound--and it comes in a great collectible box. Be sure to look for it at your local video game retailer. Claymates.™ From the people who brought you Clay Fighter.™

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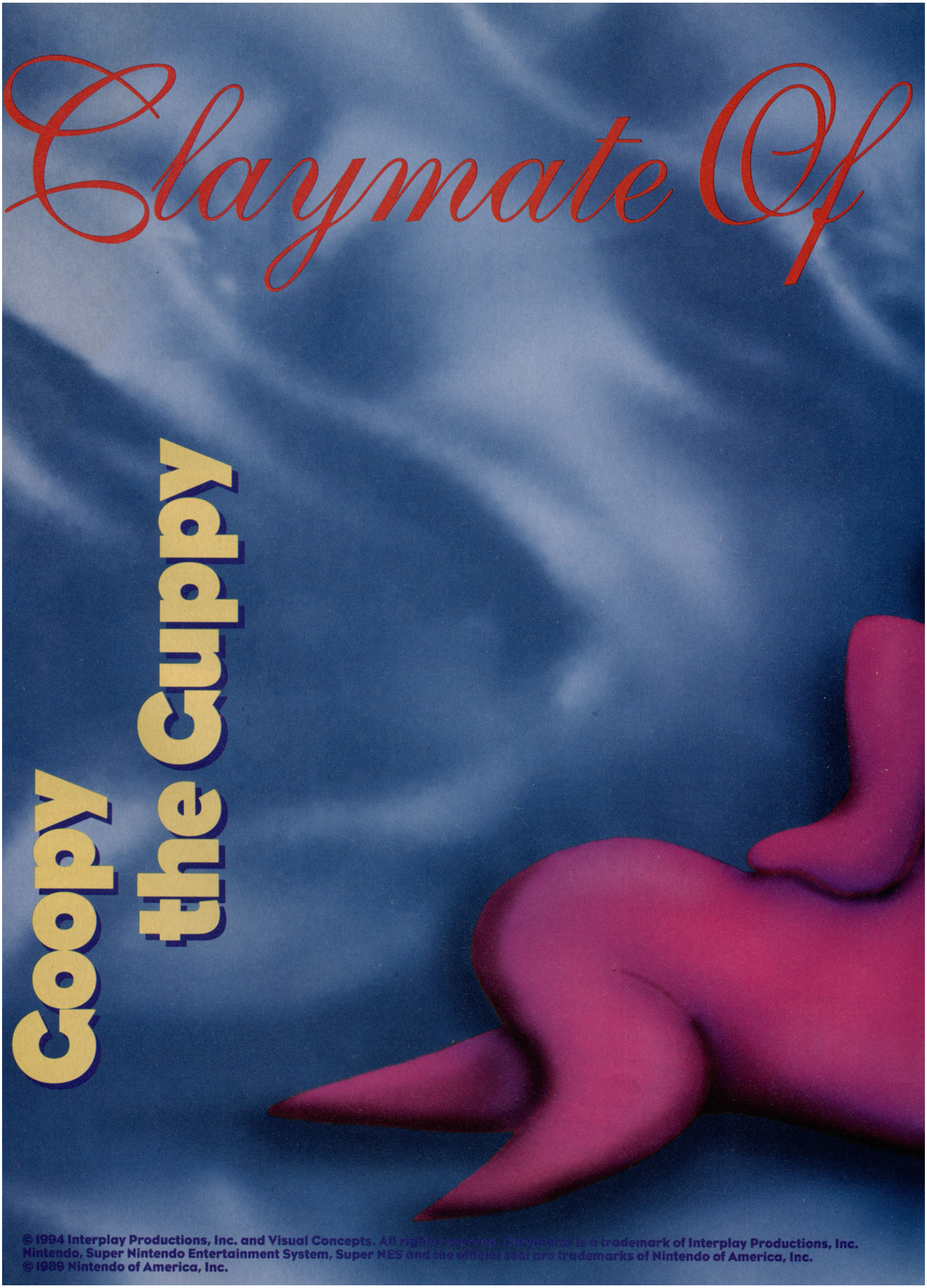

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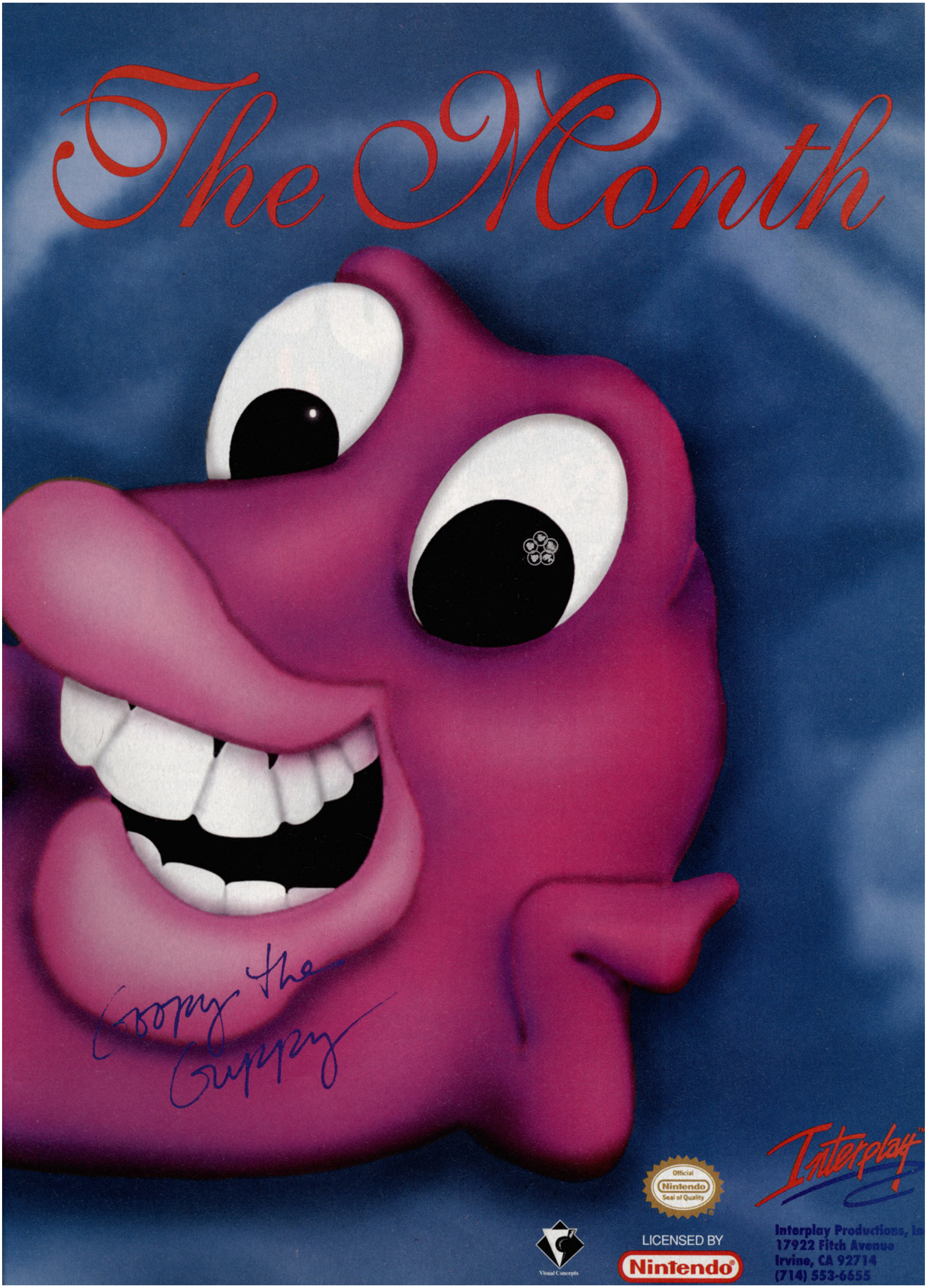
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THE CUTTING EDGE

Taking You into the Technology of Tomorrow

DUEL

By The Whizz

Acclaim Entertainment scored in bunches at the end of last year with Mortal Kombat and NBA Jam. Then, at the 1994 Winter Consumer Electronics Show, it showcased a new software programming process that will enable it to create even better-looking and more realistic games.

The host of the CES presentation was Acclaim's Advanced Technologies Group (ATG). The star was a killer demo video simply called The Duel. The Duel is not a game or a proposed game. It was merely footage of a warrior and a beast-man beating each other around a fantasy landscape, but the images and movements were awesome!

The Advanced Technologies Group

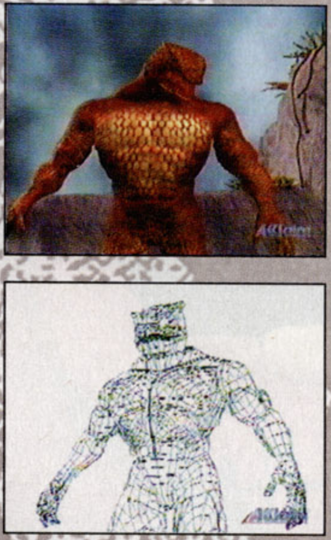
ATG was established in 1991 to supplement the activities of Acclaim's Engineering and Product Development departments. While its initial charter was to develop tools that would enable independent software designers to create and animate characters for interactive entertainment software more efficiently, the group's efforts expanded when CD-ROM games appeared on the horizon.

Video-game actors get a workout.

According to Wes Trager, Acclaim's vice president of engineering and advanced technologies, "It became apparent that producing games on CD would require something that would enable us to develop a large amount of character animation, particularly 3D rendering and 3D animation, quickly. There was no system like that so we decided to create our own."

Simple Yet Complex

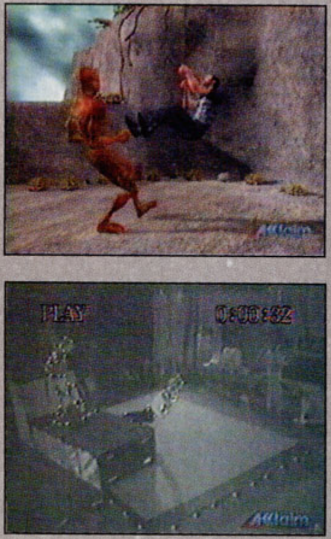
The Duel illustrates a 3D animation process that begins by creating a three-dimensional object, such as a human body. ATG designers either scan a body image into a computer or create one with traditional computer modeling software. At this point the man onscreen is just geometry, that is, a series of polygon shapes fitted together in human form, and you can combine any variety of shapes to make this image look like someone...or something. The man's "skin" is composed of criss-crossing lines, so that he looks like a wire-frame model.



Now Acclaim can make any "thing" it wants.

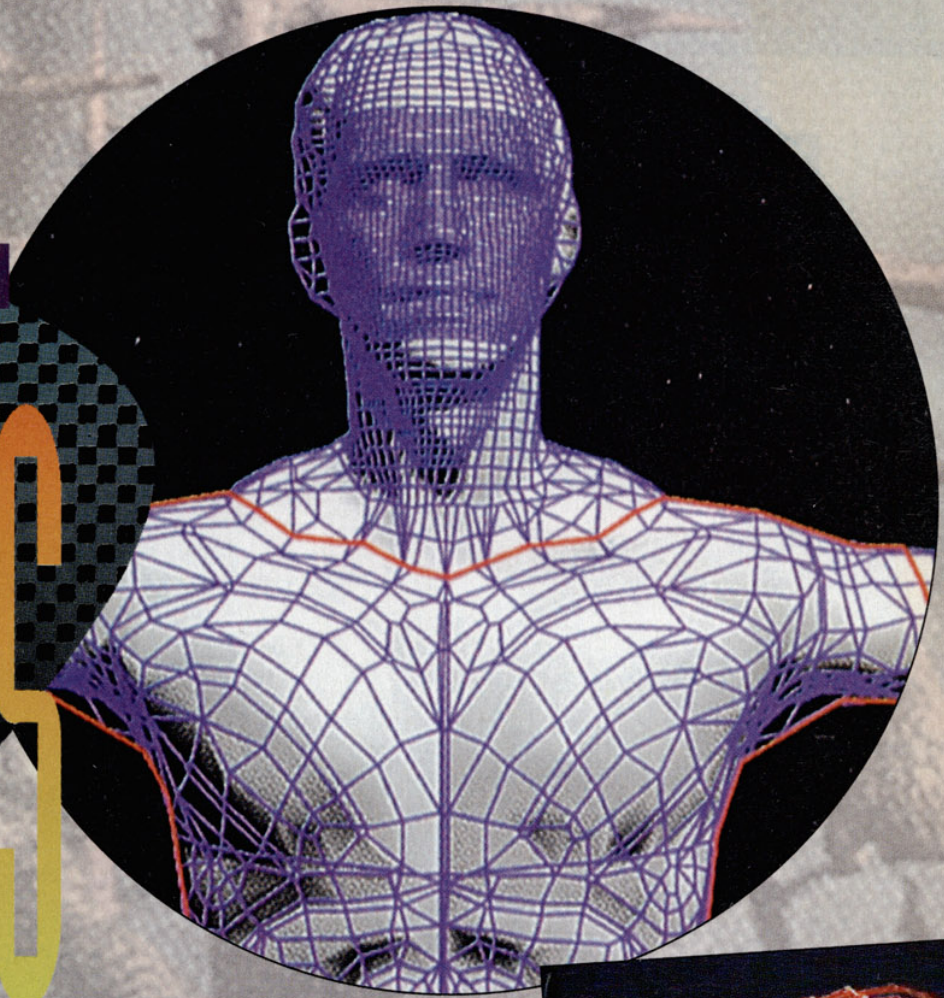
Designers then use texture-mapping software to make the wire-frame "skin" look real, by wrapping recognizable graphics around it, such as clothing, facial features, or...well, real skin. Now, the man can't move, but he looks real and has correct proportions.

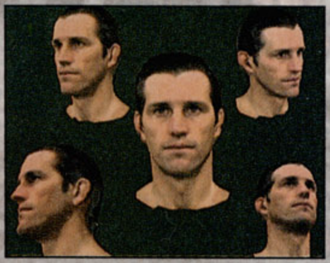
Next, a skeletal animation system creates a "skeleton" inside the skin, which tells the computer where all the moving parts, such as joints, will be located.



Body sensors translate live action to the screen.

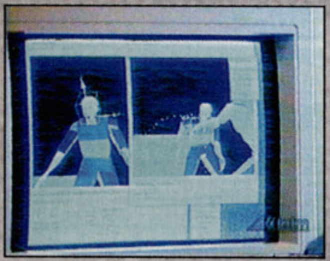
G WITH ENS





Then they make the whole thing move by animating the character with a proprietary motion-capture process, which provides biomechanically accurate data of the subject's skeletal movements. Acclaim's tetherless system captures more than 50 bone rotations simultaneously at 30 frames per second, which is movie-quality animated movement. An actor puts on a body suit that positions sensors (which look like silver balls) over various moving parts of his body. The Duel actors used 50 sensors, but ATG has tested the system with 80 sensors per actor.

As the actors move around, four cameras capture the movement from four angles and transfer the data from the sensors to a computer, which registers all action. That movement info is then run through yet another computer system, which refines all the action according to what the actors are supposed to be doing.



Character movement is fine-tuned via computer.

Finally, this data is applied to the skeleton, which drives "skin." That is, the man moves.

ATG Aliens will be frighteningly real!

The Aliens Trilogy

Aliens Trilogy will be the first Acclaim title to show off ATG graphics and technology. Aliens Trilogy at this point is just as mysterious as the lethal sci-fi creatures it's based on – even a game platform has yet to be decided. However, as you might guess from the title, the game will encompass the story lines of all three *Alien* movies. Look for Aliens Trilogy to burst from ATG by early '95.

ATG Arriving

Soon ATG will open a prototype motion-capture/character-animation production studio in the New York area. The studio will be used to produce Acclaim's CD Interactive game titles, as well as to offer studio services to other media companies. According to Acclaim, ATG's new animation process and tools have the potential to reach across a broad range of entertainment industries from films to interactive TV. "No matter what direction interactive entertainment platforms take – virtual reality, SGI Project Reality, or other platforms of the future," says Trager, "one thing you can count on is needing characters to tell a story." G

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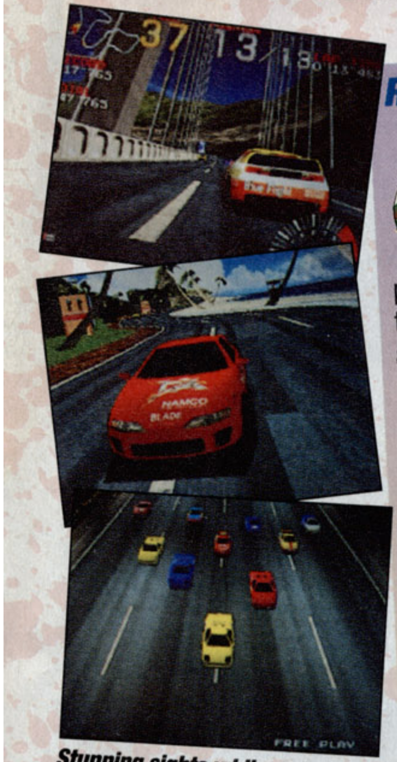
HOT AT THE ARCADES



Stunning sights while racin' the Ridge.

Ridge Racer (By Namco)

By Manny LaMancha

Twelve years ago, Pole Position gave players realistic road racing through its hot bit-mapped visuals. Computer graphics have come a long way since then. Check out Namco's Ridge Racer. It features ray tracing, light shading, and all the techniques that make objects in video games look real – extremely real. Ridge Racer's road, cliffs, sky, and surrounding buildings look like scenic backgrounds from a movie, but they're only data in Ridge Racer's powerful hardware.

High speed and a close-to-the-road perspective make the driving exhilarating. As with many driving games, you pass frequent checkpoints to keep time on the clock. Unfortunately, though, the game isn't very deep. You race on the same track over and over, just upping the top speed to increase the difficulty. The steering is a bit slippery, which can send you careening across the track. What's more, your racer lacks a rear-view mirror to show you who's on your tail. Instead, you get an annoying, repetitive announcement that there's a car behind you.

Ridge Racer's sights are stunning. The trouble is, this strength is probably also the game's biggest limitation. The amount of computing power it takes to keep track of the graphics seems to limit the variety of game play. Once you've found the correct line to take on the track, there's little left to do.

Despite the game's stalls, though, we can't wait for the next generation of Ridge Racer.

Thanks to C. A. Robinson of Los Angeles, California, for helping us get detailed looks at Ridge Racer.

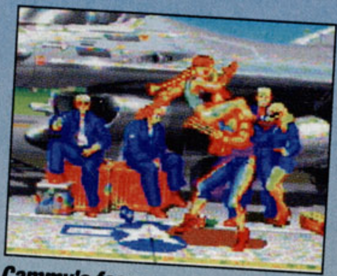
Super Street Fighter II Turbo (By Capcom)

By Slasher Quan

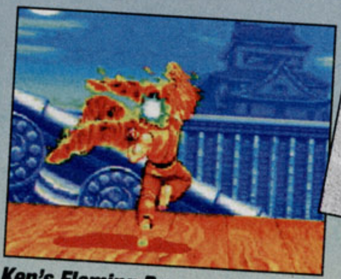
Capcom has listened to the players! Super Street Fighter II was slowed down big-time from the Turbo CE version, and had serious problems with game balance. Players were ticked off. To correct these flaws, Capcom is designing Super SF II Turbo. Look for a March preview tour through New York, Chicago, and L.A., followed by a late March release.

Plans call for Hyper speed, new and enhanced moves for all 16 characters, and a whole new method of making combos! You should be able to do more combos in the air and do lift-up juggling combos. The game will also have a combo power meter that you charge by doing special techniques. Once the meter is charged, you'll be able to unleash an awesome super combo. Also look for Finishing combos that light the enemy on fire.

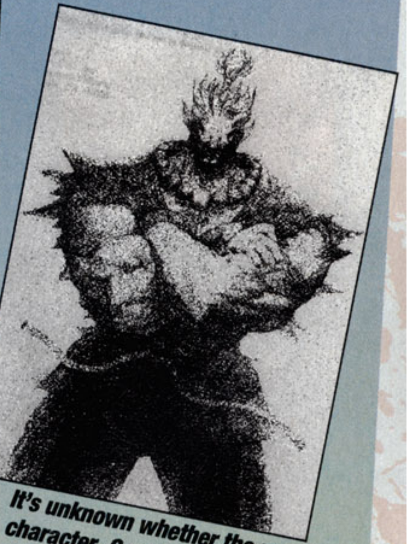
The biggest attraction in the game is a new character named Gouki Long. He's the younger brother of Sheng Long, Ryu and Ken's mysterious master. Gouki's moves are said to resemble the uppercut brothers' moves, but evidently the new character is far more powerful. Other changes include the removal of bonus stages (finally), a new opening sequence, and a new look for the character select screen.



Cammy's fearsome Frankensteiner will be upgraded into a full-fledged vacuum-style move called the Spinning Frankensteiner!



Ken's Flaming Dragon Punch will be used in all-new "lift-em-up" juggle combos.



It's unknown whether the new character, Gouki Long, will be a World Warrior, a boss, or a hidden character.

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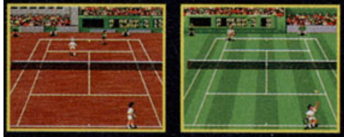

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Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	3.5	4.0	Intermediate

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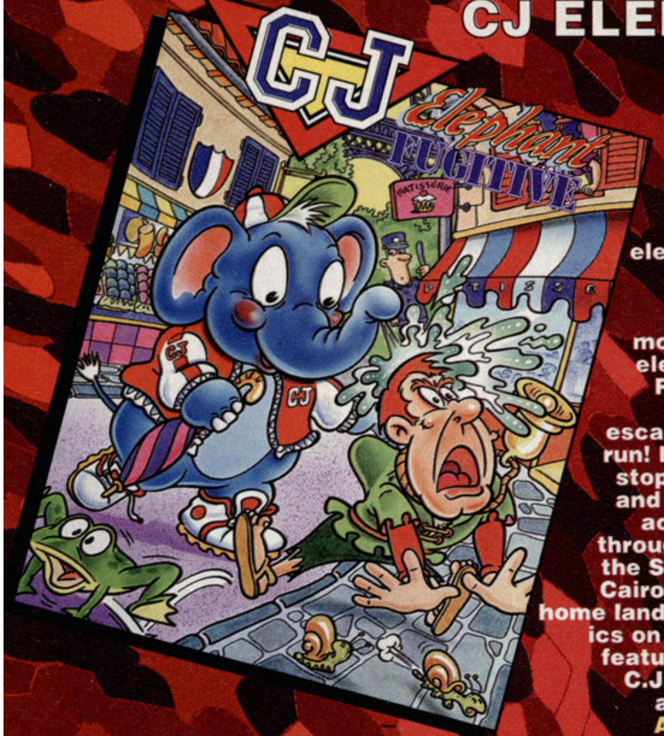

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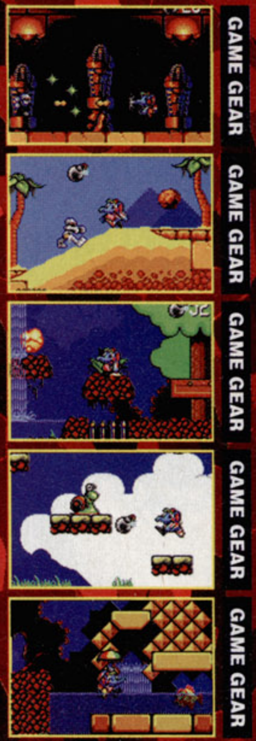
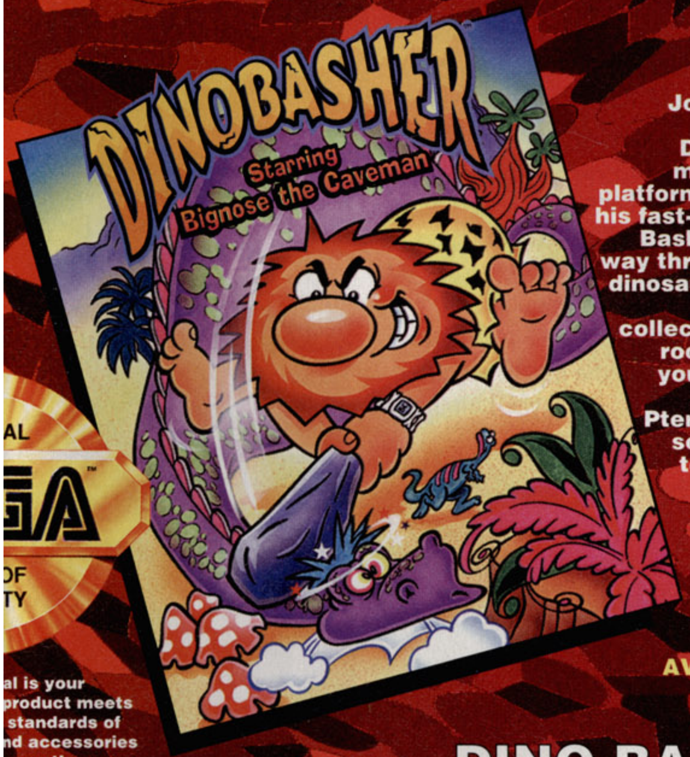
AVAILABLE: MAY



The action's reached boiling point! Codemasters, one of Europe's hottest games companies, has launched its scorching software in the States and is already recognised as one of the best in the U.S!

Grab a piece of Codemasters' action and take your game playing to red-hot temperatures!

ST GOT HOTTER!



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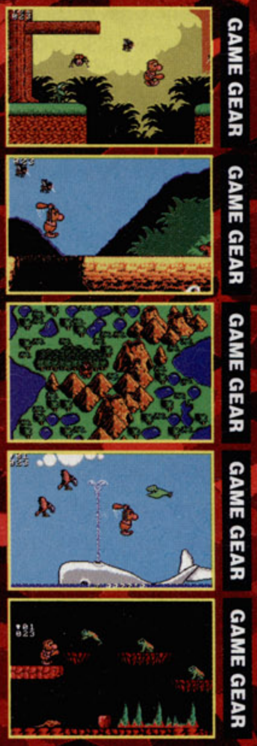

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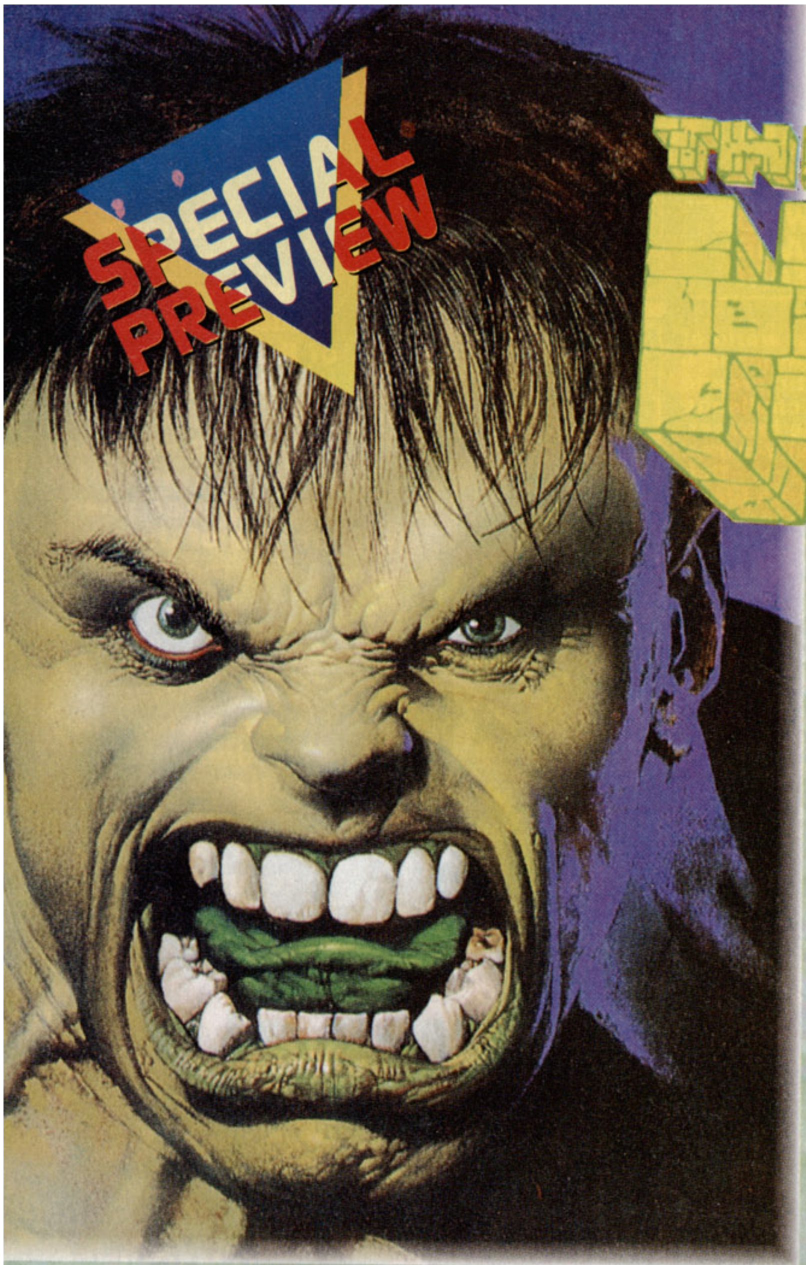
SPECIAL PREVIEW



THE INCREDIBLE HULK

Genesis

By Scary Larry

What's big, green, bulky, and mean? Yeah, yesterday's lunch, but what else? That's right, the Incredible Hulk is back, and this time the Sega Genesis, the Super NES, and the Game Gear are his stomping grounds.

Green Is Beautiful

The Incredible Hulk by U.S. Gold adds another Marvel comic personality to the swelling video game superhero roster. Judging by the awesome graphics and gorgeous backgrounds in the preview cart, this game just may be "incredible"!

The Genesis and Super NES versions will be virtually identical 16-meg, five-level games. The Game Gear version will be a four-meg cart, also with five levels.

Mean but Not Lean

The Leader, one of the Hulk's fiercest foes, is out to conquer the Earth. You make appearances as both Dr. David Banner and the green meanie, fighting Leader's allies. You'll wrestle with all takers in the streets, the warehouses, organic caverns, and other places where evil hides its gruesome face. Roman centurions, mechanical warbots, and alien slugs are no match for the crushing power of the Hulk, but in this game, Hulk also fights his four most fearsome enemies: the Rhino, Absorbing Man, Abomination, and Tyrannus. Naturally, Banner appears when the Hulk takes too many hits.

Some cool twists rev up Hulk's fighting style of "crush first, ask questions later." In the 16-bit games, the Hulk will be able to pull more than 25 moves.

He can Uppercut and Head Butt like a pro. As he grabs plutonium capsules and builds up his power, he'll have more moves. For example, he'll slam his hands together to produce a Sonic Clap shock wave. The Ball Mash will squash robots into a ball and bowl them into a crowd. The Super Stomp will knock down all the enemies – and shake your screen, too!

David Banner's a weakling, but he won't be a pushover. There are some hidden areas that will be big enough only for Banner to slide into. There he might find a machine gun, power-ups...or maybe nothing at all!

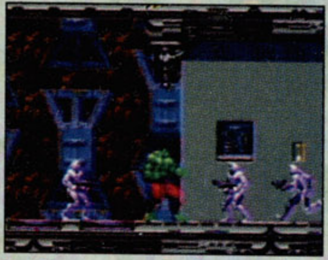
A Fistful of Hollers

The Incredible Hulk is incredibly close at hand! Get ready for Hulkamania! G

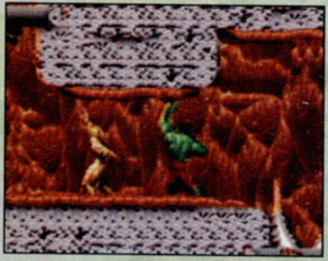
The Incredible Hulk
By U.S. Gold

Game Gear and Genesis Versions
Available Spring '94

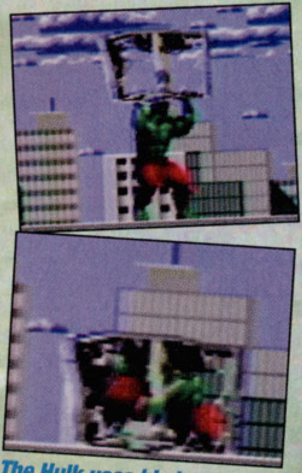
Super NES Version
Available Summer '94



Hulk's gonna make them feel a close encounter of the fist kind.

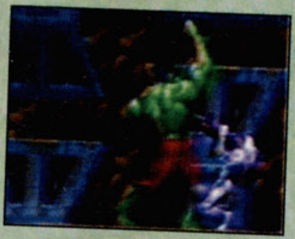


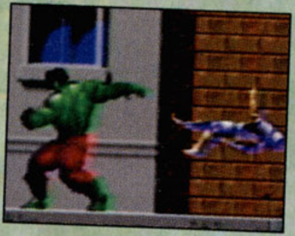
These creatures had better get back under their rock before the Hulkster finds 'em!

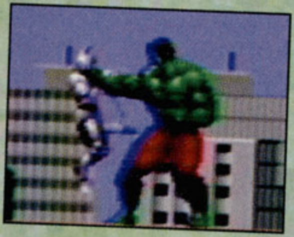


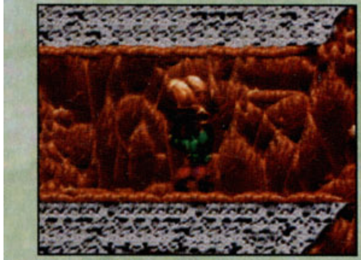
The Hulk uses his head in a tight situation!

Hulk Attacks!

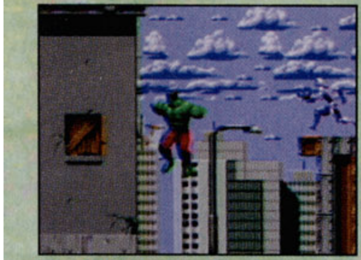




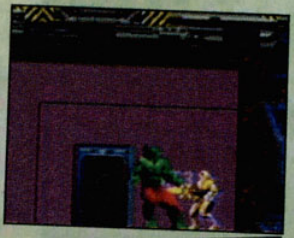


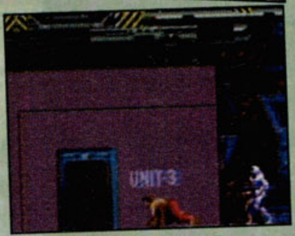


The Hulk has a big heart.



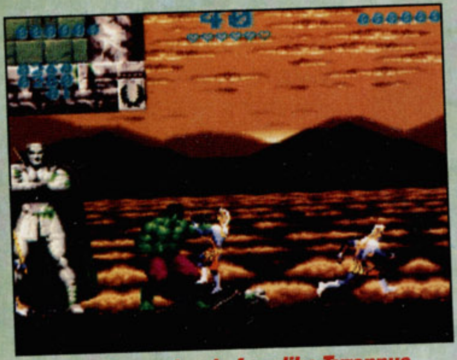
The Hulk loves to slam-dunk robots!



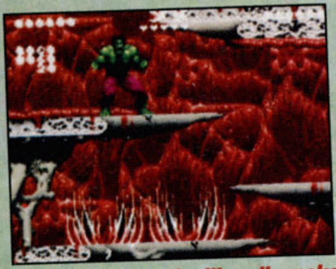


When Hulk becomes Bruce Banner, he's in trouble!

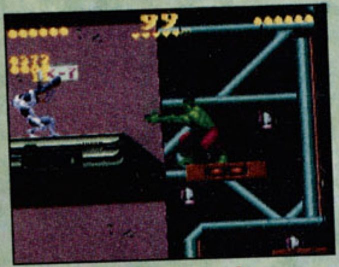
Super NES



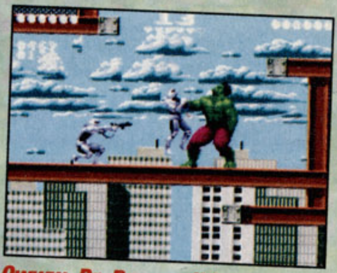
The Hulk faces classic foes like Tyrannus.



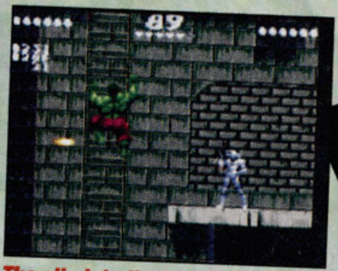
This organic level will really make the Hulk mad.



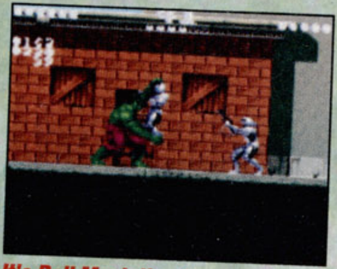
Musclebound madness!



Owww, Dr. Banner, it hurts when I do this!

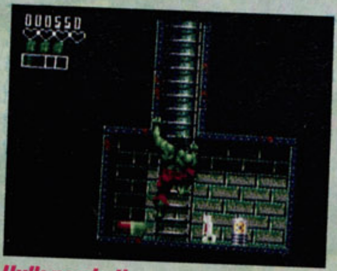


The climb to the top is hard when you're green, mean, and you don't own a shirt.

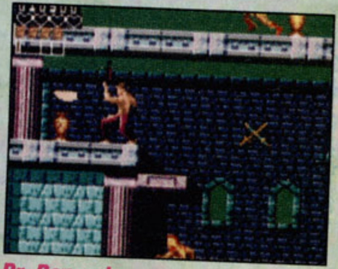


It's Ball Mash time!

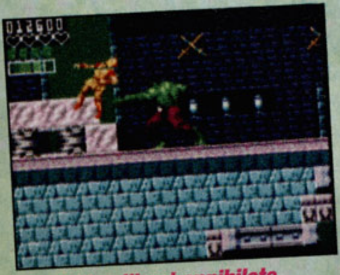
Game Gear



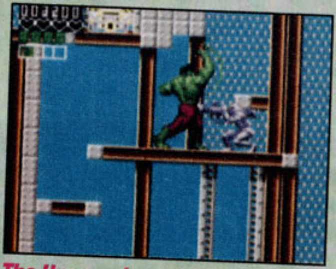
Hulk needs these power-ups.



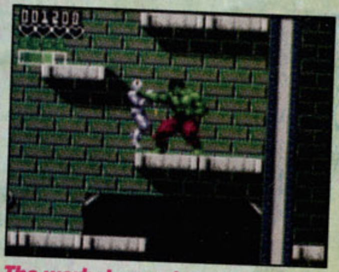
Dr. Banner's a goner after one hit.



The Hulk will not annihilate humans in the game...but this guy's actually made from stone.



The Uppercut sends 'em flying.



The warbots require several hits.

PROREVIEW

Genesis

By Mister Blister

Those programming wizards at Electronic Arts are always willing to take a leap beyond the norm. This time they blast the sport of roller blading to the next level with Skitchin' for the Genesis. Part roller blading, part roller derby, and part Road Rash racing, Skitchin' is one of the most unique concepts to hit the shelves in quite a while. Non-stop action, awesome graphics, and intense soundtrack selections make this a killer cart!

Skitch on Down the Road

Skitchin' is the slang term for an illegal roller blading contest that requires racers to grab onto the back bumpers of moving cars and slingshot themselves ahead of competitors. EA's careful to note that this game is based on fictionalized actions that should *not* be emulated in real life. In fact, parental guidance may be necessary for the youngest gamers. For everyone else, get ready for some fun!

Genesis Game ProFile

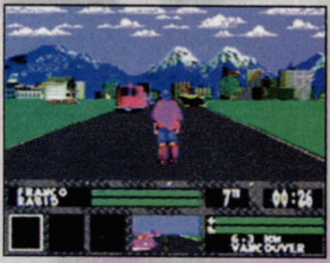
Skitchin'

(By Electronic Arts)

EA's completely original concept combines the excitement of Road Rash with radical roller blading. Exciting game play, awesome graphics, and a shreddin' soundtrack guarantee a rad ride!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	5.0	INT. Intermediate

$59.95	12 levels
16 megs	Behind-the-racer view
Available March	Forward-scrolling
Roller blading	Passwords
2 players	

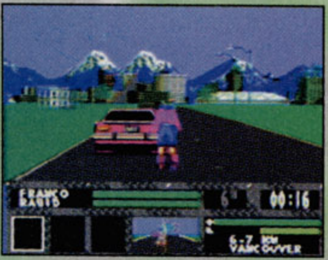


PROTIP: The safest spot is the middle of the road. This allows the greatest opportunity to Skitch a ride while avoiding obstacles.

PROTIP: Build up a good amount of speed and coast as you attempt to Skitch. Stay in the middle of the road and nudge over to the side of the oncoming traffic just as the vehicle comes up behind you.

'Scuse My Skitchin'!

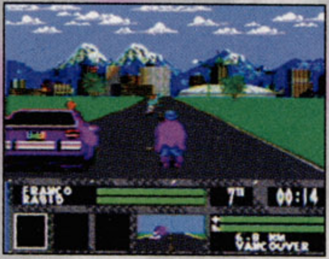
EA Sports fans will instantly recognize a similarity between Skitchin' and the company's earlier radical racer, Road Rash. All the action is presented from a good-looking behind-the-player perspective. A detailed status bar updates your health, racing position, score, and weapons. A Rear View Mirror shows you the traffic approaching from behind.



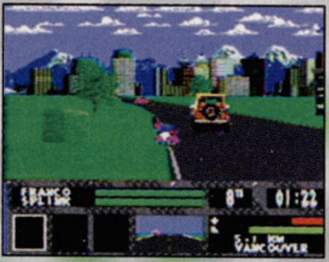
PROTIP: Stay centered behind the vehicle you've Skitched onto, or you may be flung off by the velocity of the vehicle going into turns. Don't ride on the edges unless you're ready to slingshot from bumper to bumper.

PROTIP: The best time to slingshot is when you're going downhill. Using the extra downhill speed, you can often pass the first and second car in front of you before you grab a new ride.

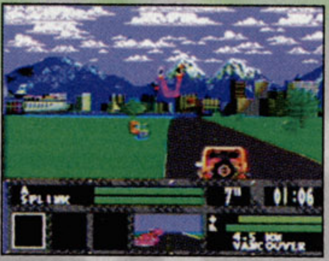
You can play solo in a 12-city tournament that takes you from New York City to San Diego. Or, you can go head-to-head against a buddy in split-screen, simultaneous action. The rules are simple: Skate, skitch rides, and do whatever it takes to cross the finish line ahead of your seven opponents, including smacking them around with your fists and the weapons you can pick up off the streets. You score cash by jumping off ramps and performing midair stunts. The better you score, the more money you win to upgrade your body gear to protect your health.



PROTIP: To build up speed, crouch down when going downhill.



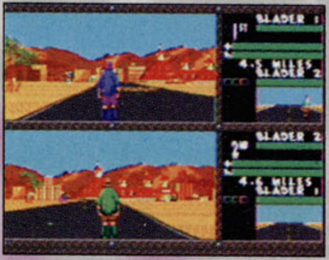
PROTIP: Always keep one eye looking ahead and one eye looking in the Rear View Mirror!



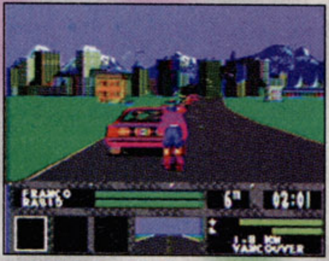
PROTIP: Follow all rules of traffic, and skate accordingly. Cones on the road warn you of obstacles ahead and stopped traffic.

Roll 'Em!

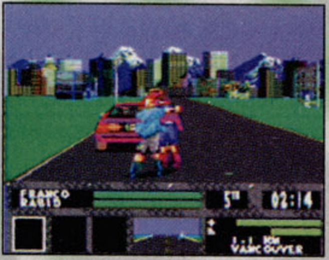
The game play is simple, but it's somewhat difficult to master. Skitchin' a ride takes split-second timing that will require some practice. Unlike most racing games, where you control both speed and direction, in Skitchin' you're at the mercy of the ride you're trying to latch onto. Misjudge your skitch, and you'll be eating asphalt!



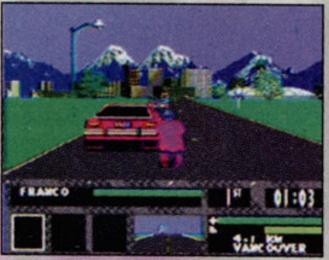
PROTIP: Since on-screen size is reduced by 50 percent in the two-player mode, the controls are twice as sensitive within the smaller playing field.



PROTIP: Don't attempt to Skitch when going into sharp turns. It's extremely difficult to judge the traffic behind you while staying safely in the middle of traffic.

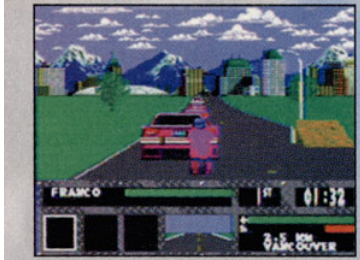


PROTIP: Move over to the edge of the vehicle close to opponents. This enables you to throw jabs at them, and it hinders their chances of grabbing onto the same bumper as you.

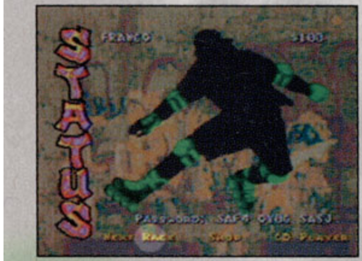


PROTIP: Don't slingshot forward until there are several cars up ahead to latch onto.

Adding to the tough challenge is the slight discrepancy between your button presses and the on-screen responses. This is especially evident when you try to Skitch and simultaneously fight other players. Timing and control are crucial, and here they're less than perfect. However, control can be mastered after a few rounds.



PROTIP: To perform a high-scoring stunt, slingshot off a ride onto a ramp. The extra speed of the car gives you additional air time to perform a more complicated stunt.

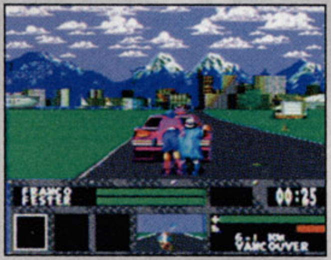


PROTIP: It's important to replace skate gear that's flashing red in the Status window. The condition of your gear directly affects your ability to take hits and stay on the field.

Digital Diarama

Skitchin' serves up incredible graphics. Fluid, forward-scrolling action coupled with well-rendered backgrounds of each city location create a believable racing environment. Your on-screen skater is large, distinct, and well-animated, right down to the wind blowing up the tail of his shirt. From the graffiti-sprayed startup screen to the options screen, the entire urban hip-grunge theme is kept firmly intact.

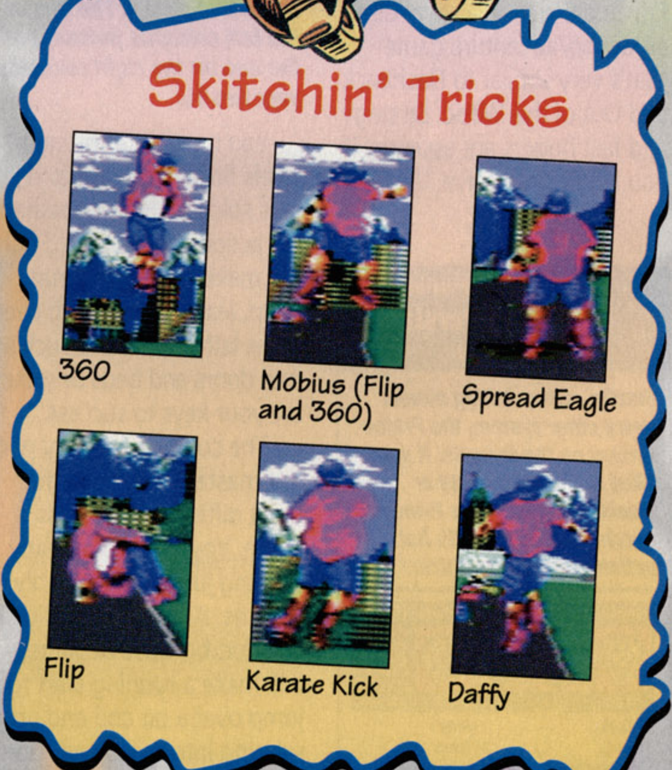
Matching the high quality of the graphics is Skitchin''s 16-track audio soundtrack. You'll hear an incredible assortment of mind-blowing heavy metal background tunes guaranteed to pump you up for the race.



PROTIP: If more than two opponents are Skitchin' on the same ride, drop off the bumper and pick up another ride. You waste time when you're thrown off, because you have to recover before you return to the race.

Hang On!

Skitchin' is undeniably one of the most unique racing sports ever. You don't have to be a sports fan to enjoy the superior programming that went into this cart. Sharp graphics, hot audio, and original concept aside, Skitchin' is just plain fun for mature gamers of all calibers. Strap on your blades and hit the screen. Let's go Skitchin'! G

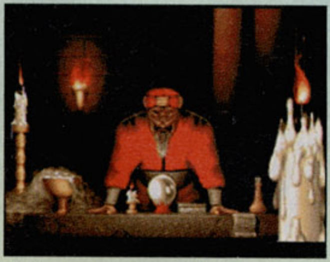


Prince of Persia

By King Fisher

The Grand Vizier Jaffar has seized the reigns of power, while the Sultan is off fighting a foreign war. He's given the Sultan's daughter, the Princess, an ultimatum: Marry him or die!

Tengen challenges you to rescue the Princess and become the Prince of Persia. There's only one small problem: Jaffar has had you arrested, stripped of your sword, and thrown into his dungeon. You have only 60 minutes to escape, save the Princess, and dethrone Jaffar. Good luck!



Jaffar...your nemesis.

A Princely Delight

Prince of Persia is a royal Genesis action/adventure game that's very similar to Flashback and Out of this World. Strategy and fast fingers are essential if you intend to survive.

Genesis Game ProFile

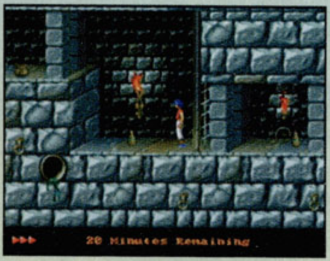
Prince of Persia

(By Tengen)

Finally...after visiting almost every other system, the Prince arrives on the Genesis. If you liked Out of This World or Flashback, you'll love Prince of Persia. It's loaded with hot action and cool graphics.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	ADV. Advanced

$59.95
8 megs
Available now
Action/adventure
1 player
14 levels
Multi-scrolling
Passwords



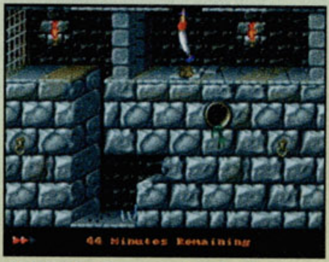
PROTIP: In Level One, you'll find these two flasks. The one on the left contains poison, but the one on the right revitalizes your health.

You must fight through 14 levels filled with traps and Jaffar's soldiers. Hack-n-slashers get action-packed sword fights, but making the Prince run, jump, leap, and climb to overcome lethal obstacles such as trap doors and beds of spikes are your keys to success.

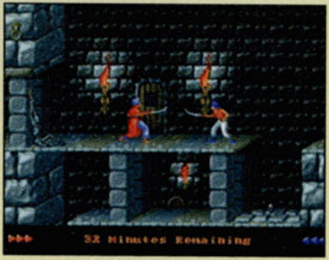
The controls are very good, but mastering them is the most difficult part of this game. You must take many running jumps over deadly chasms. At first, frustration is a factor, because beginners will make a running start to jump over a pit and end up running into it, instead. Don't give up.

Royal Graphics, Common Sounds

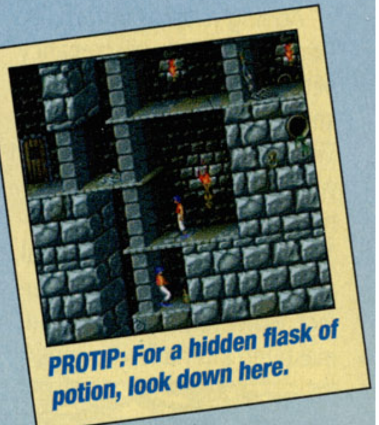
Prince's graphics are fit for a king. The intro screens are especially nice, and the game play screens have sharp detail. They aren't too colorful, but, hey, you're in a dungeon! Your character's movements are extremely fluid, giving the Prince lifelike action.



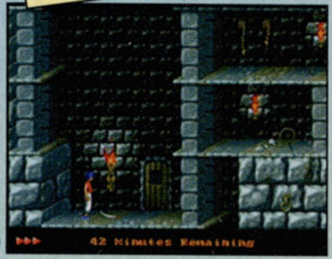
PROTIP: Always check above you for hidden passages. They generally lead to power-ups or shortcuts.



FIGHT!!! Where's Lawrence of Arcadia when you need him?

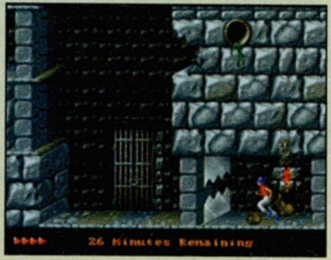


PROTIP: For a hidden flask of potion, look down here.



PROTIP: Your first quest should be for a Sword. You're doomed without it.

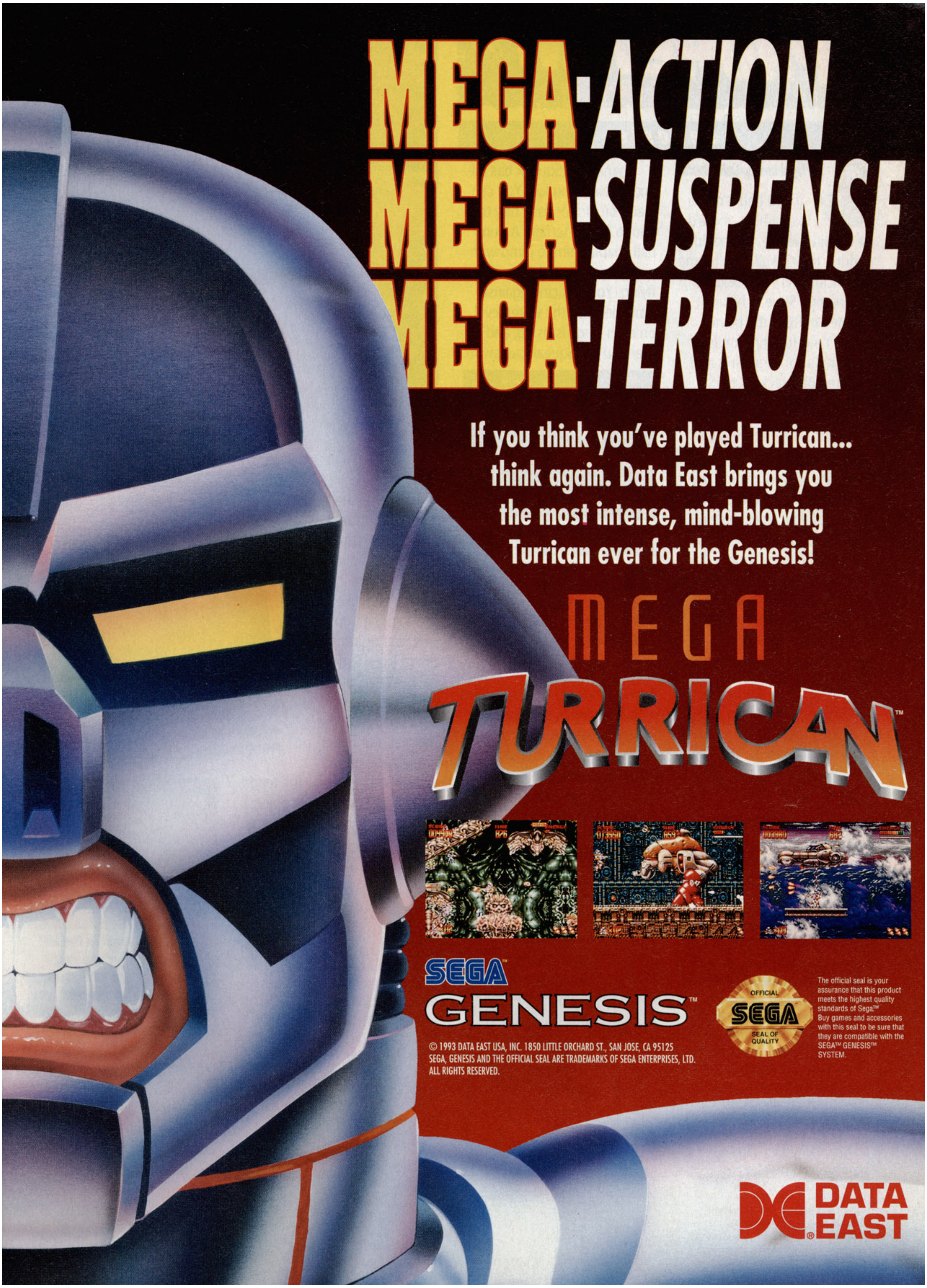
The sounds are solid, but they lack magic. Here's a game that cries out for exotic mood music, but the meager tunes, although they have Middle Eastern flair, are nonexistent during game play. Audio effects, on the other hand, are clean and clear throughout, from the clack of your footsteps to the clang of steel hitting steel.



PROTIP: Precise timing is the key here. Jump just as the jaws begin to open.

Royal Blood

The legacy continues with excellent results. How does Prince of Persia compare to the SNES version? Simply put, the Genesis version has better graphics, and the SNES has better music. Otherwise, the two are identical in almost every way, including the most important way...fun! Prince of Persia is a royal treat. G



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DATA EAST®

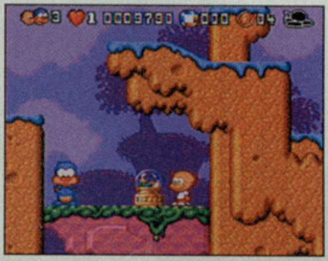
Genesis

By Manny LaMancha

If you had a name like Bubble, there'd be nothing worse you could endure, right? Well, don't jump to conclusions – a cute creature named Squeak has just beamed in from the planet Grool. Your fun mission is to take on Kat of Nine Tails and his band of attackers to restore calm on Grool.

A Cool Fool on Grool

Kat is a nasty feline. He's put the Grooleans to work mining porridge in the Bozo Domes. With Squeak by your side, you work through 40 puzzle levels to rescue the Grooleans. Squeak is a mindless wanderer following you around. He can't make high jumps, though, so you have to find paths he can travel.



PROTIP: If you free a captive from a Bozo Dome, it'll be at the cost of 50 gems, but you'll get a shot at a bonus world as a reward.

Genesis Game ProFile

Bubble and Squeak

(By Sunsoft)

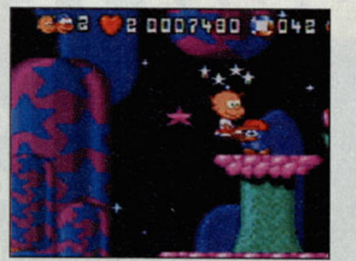
Sunsoft is known for using Warner Bros. characters in its games, but Bubble and Squeak features a pair of new cartoony characters in an enjoyable platform puzzle contest.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	ADJ. Adjustable

$45.99
4 megs
Available March
Puzzler
1 player

46 levels
Side view
Multi-scrolling
Passwords

Thankfully, Squeak has talents you can exploit. You can stand on him or have him toss you to higher terrain. A gumball enables him to jump with you riding piggyback, or even flying. You're racing against time, because the water level on each stage is rising, and neither you nor Squeak can swim.

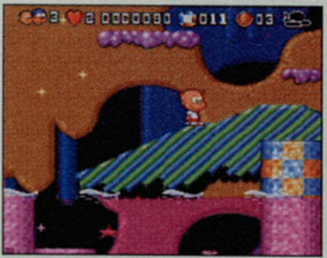


PROTIP: If you fire at the ducks head-on, they'll bat the shot back to you. As heartless as it sounds, you have to shoot them in the back. You can sometimes use their return shots to trigger a switch.

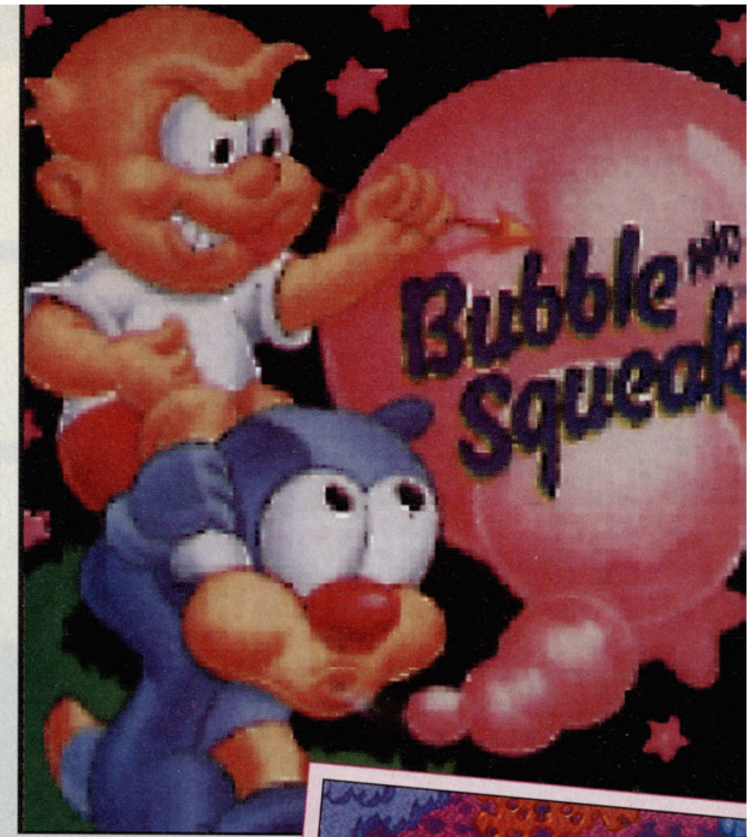
Squeak Can Wheel

Grool's lands are beautiful, filled with vivid colors and goofy-looking creatures. Over the years, Sunsoft has refined their graphics and animations to – excuse the pun – an art form. Bubble and Squeak's movements are smooth and lively.

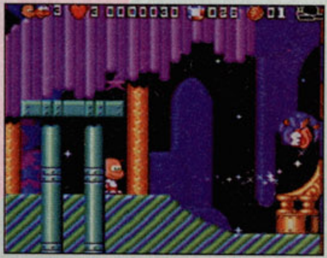
Setting the mood is a bouncy soundtrack, which is well-crafted but not overly repetitive. Sound effects like springs, quacking ducks, and the bassy boom of Squeak hitting a wall round out the audio experience.



PROTIP: Squeak can't swim, so one of your first tasks should be to take him to higher ground.

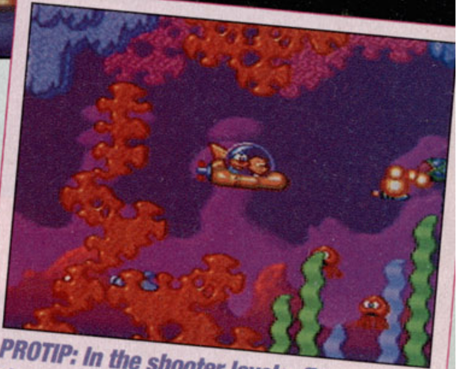


Most of the moves are easily accomplished with simple button pushes. More intricate maneuvers, like putting coins in the gumball machine or jumping down from Squeak's back, are accomplished through easy combinations. The hardest part is getting Squeak exactly where you need him (he tends to drift into dangerous places).

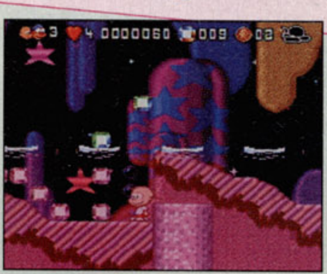


PROTIP: When you boot Squeak, hold down Button A to follow his travels so you know where to find him when he stops. Otherwise, he can be hard to find.

The game's highlight is its sheer enjoyment. The puzzles become gradually more intricate and take precise timing. The designers also provide scrolling shooter levels after you finish each stage.



PROTIP: In the shooter levels, fly as far right as you can without running into an enemy. Sometimes you have to shoot a creature as soon as it appears, or else you'll be forced to run into it.



PROTIP: If you head to the left at the beginning of the first level, and you don't mind spending some time underwater, you can reap a big bonus of gems and cupcakes.

That's Mr. Bubble to You!

While Bubble and Squeak looks like a lightweight kiddie game, it's much more difficult than that, pushing you to discover and improve. Its appeal bubbles over, and you'll squeak with delight. G

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PROREVIEW

Sega CD

By Lawrence of Arcadia

Jurassic Park has landed on almost every game system so far except 3DO. This version of the movie is definitely the most educational and entertaining, but younger players may be bored by its detailed game play. Everyone else should enjoy this investigative first-person action/adventure game, which is both fast and intriguing.

Dinosaur Detective

Your helicopter has crashed on Isla Nublar, a remote tropical paradise and the home of Jurassic Park, a breeding ground for some of the most dangerous animals that ever walked the earth – dinosaurs! The huge dinosaur theme park has been hit by a massive tropical storm, and most communications with the park have been lost. Now the "terrible lizards" roam freely, and it's up to you to delicately sneak past them, collect their eggs, and get them safely off the island...all before time runs out. But remember, dinosaurs are fiercely protective of their young...

Sega CD Game ProFile

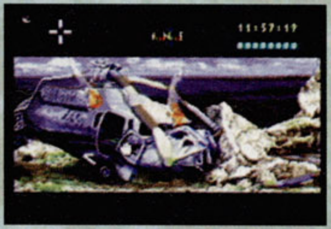
Jurassic Park

(By Sega)

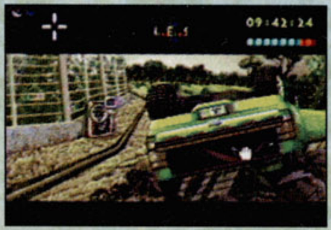
Jurassic Park's so filled with interesting and educational info that it's as much a classroom tool as an enjoyable video game.

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.5	5.0	INT. Intermediate

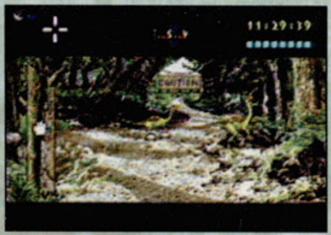
Price not available
Available now
Action/adventure
1 player
First-person perspective
1 game save



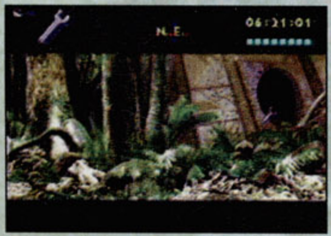
PROTIP: First things first. Open that helicopter door and get that Stun Gun.



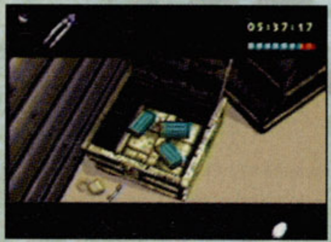
PROTIP: Check every vehicle for clues. This one seems to have a tool in it.



PROTIP: Move the log to scare off the Gallimimus in front of you. Check the area for tools, and follow them down the road.



PROTIP: Use the Bolt Cutters to open the storm grates. You can now travel from one area to another without being bothered.



PROTIP: To find ammo for your weapons, use the Bolt Cutters on the box in the Visitor's Center.

JURASSIC PARK™

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You begin with nothing but a headache from the crash as you trek to the Visitor's Center for clues. You have to search every area carefully to locate the items that can help you. Most importantly, you must establish communications with the mainland to receive directions, clues, and information.

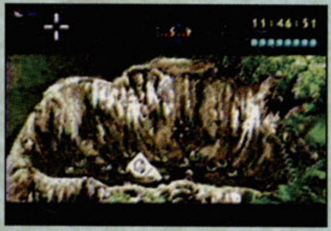
Passcards, tools, and nonlethal stun weapons are strewn throughout the island, and these will greatly aid you in your mission. You also find information kiosks, each with a wealth of data about the predators hunting you. Dr. Robert Bakker, a real-life dinosaur expert, will enlighten you about the peculiarities, habits, and rituals of certain dinosaur species. Be careful, though. Not all dinosaur kiosks are danger-free, and some require you to find CDs to operate them.

Dashin' Dinos

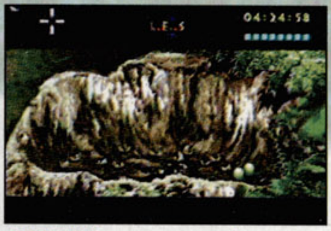
Although this is a CD game, which implies that it will showcase powerful graphics capabilities, you won't see any particularly fascinating images jumping off the screen at you. The Bakker information, as well as your communication with the mainland, looks good, but both appear in half-screen video. Moreover, the dinosaurs are dangerous, but their looks won't strike fear into the hearts of many gamers.

The sound is another matter entirely; as advanced over the graphics as man over dinosaur. There isn't a single audio effect on this CD that won't fascinate or frighten you, and you hear every tree-shaking roar as clearly as you hear every drip of water.

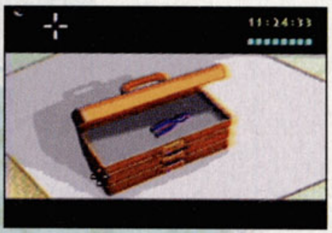
Controlling the game is a simple point-and-click affair, but you'd better be armed with information before you click on the wrong thing. You must also use tools and items, and some require other items to make them work. If you've got a Jurassic jaw-breaker breathing down your neck, using your items feels abysmally slow.



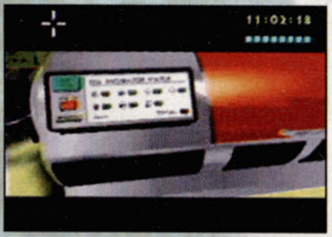
PROTIP: Check the nest near the Brachiosaurus. You'll find the White Card Key. Proceed to the Visitor's Center.



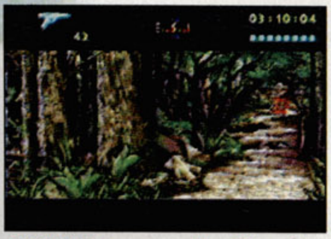
PROTIP: Leave eggs where you find them until you find the Incubator.



PROTIP: Check the toolbox in the Visitor's Center, and get the Pliers. Go upstairs.



PROTIP: Go back to the entrance of the Visitor's Center and pull the card out of the pass box (use the Pliers). Now go back upstairs and check the second door to find the Incubator and another weapon. Go back to the entrance of the Visitor's Center.

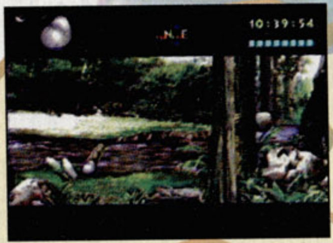


PROTIP: Power up the Stun Gun by holding down the Fire button for a few seconds. You need the extra firepower to take out the Spitters and charging Gallimimuses.

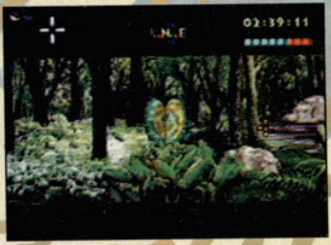
Leapin' Lizards

This CD has appeal for those who like detective games. You must carefully search every wrecked vehicle, every dinosaur nest, and every possible nook and cranny before you get anywhere. Although this doesn't detract from the fun, it certainly slows down the action.

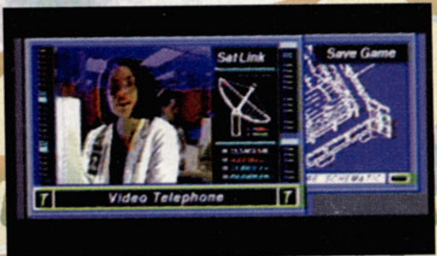
And dinosaurs are not forgiving creatures. One wrong move in any direction gets you trampled, thereby resetting the game. Unless you remember to save, you could very well wipe out a whole day's work. But be persistent, and you'll get the eggs, the helicopter, and the glory. If you don't end up as Dinosaur Kibbles and Bits, that is...**G**



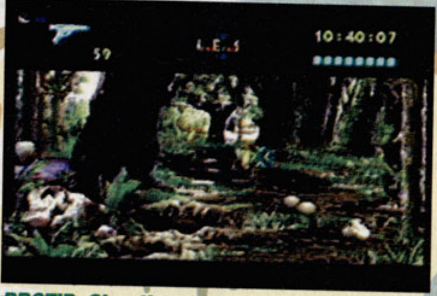
PROTIP: Take the road that goes to the Gallimimuses. Pick up the rock in front of you and turn until you see the floating log. Use the rock to steady the log, and walk across.



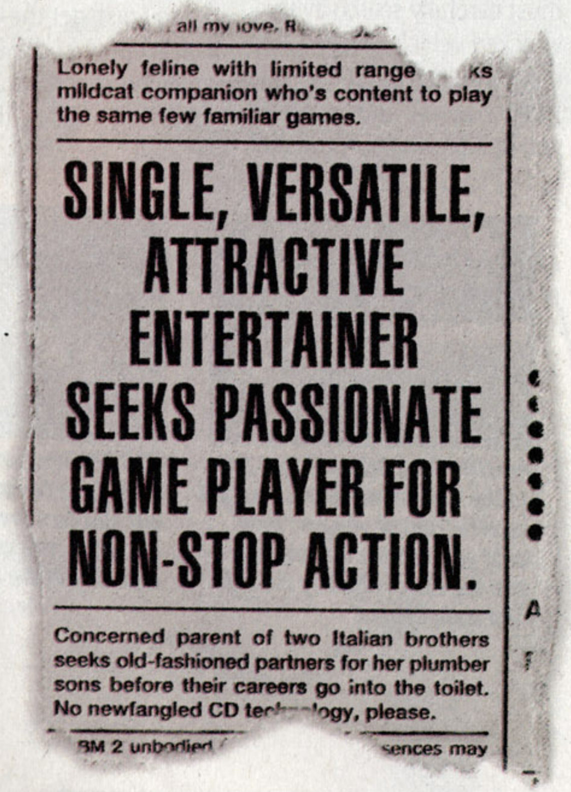
PROTIP: Now you'll be up to your armpits in Spitters. Take them out and turn toward the vehicle. Open the door and grab the Gas Can. Check the nest, then leave.



PROTIP: Check the Control Room and talk to the mainland. You can save games on the screen behind this one (just click on it).



PROTIP: Shooting a stunner at some animals causes them to flee (and opens up new roads for you).



all my love, R

Lonely feline with limited range ks mildcat companion who's content to play the same few familiar games.

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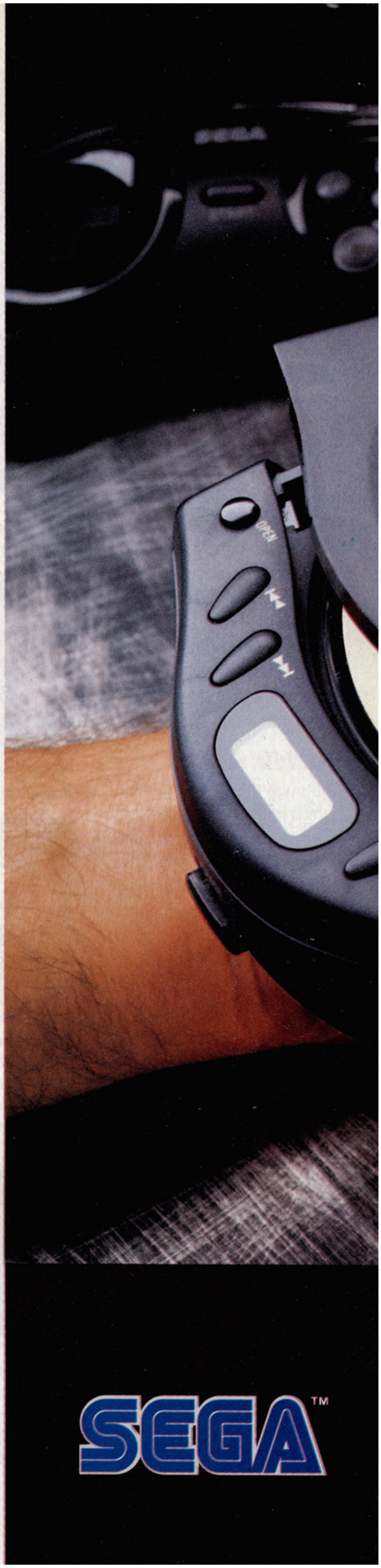

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DRACULA™ UNLEASHED

By Toxic Tommy

If you've got the time and the flair for slow-paced adventures, Dracula Unleashed is a gem. It's bloodline flows almost drop for drop from a personal computer game by ICOM Simulations, which in turn is based on *Dracula*, the Bram Stoker novel that started it all. ICOM also created the top-notch crime-solver, Sherlock Holmes Consulting Detective, which, like this game, stars well-acted and nicely staged video of real actors playing out all the roles.

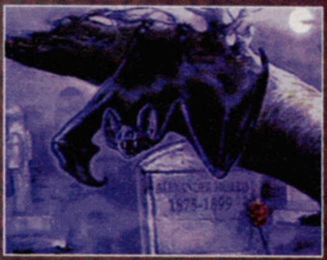
You guide the American hero, Alexander Morris, through nineteenth-century London, which is being terrorized by a vampire. Your task is to get him – alive! – to various meetings with the other characters and then to listen closely to conversations for clues about whom you should see next. If you miss something, such as the location of a vital item...well, be prepared for serious neck-biting. Your quest is really a challenge to be at the right place at the right time.

The Graphics Go Bump in the Night

Your rewards in this game are gruesome, dark graphics, which are perfect for the story. The actors and the set designers pull off some well-staged scenes, especially during the eerie dream sequences. The vampires look frightening, so stay away if you're easily spooked.

PROTIP: Telegrams addressed to you go directly to your hotel room.

PROTIP: Visit the Asylum before it gets dark.

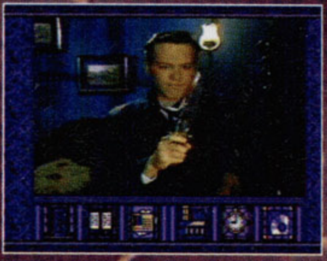


Ooops! You're undead!

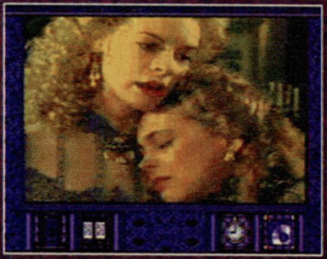
PROTIP: Vampires only come out at night (duuhhh), so sleep in the afternoons.

PROTIP: Choose the contents of your Satchel wisely. You have only limited room, but once you discard something, it's gone.

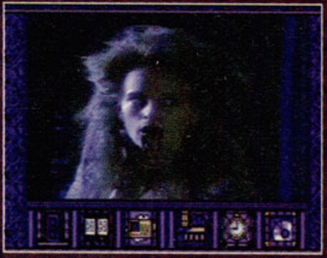
The audio is crystal clear, as it must be, since spoken clues are important to your strategy. The music is appropriately moody, and there are a few excellent wolf howls, of course.



Father Janos' gift is very helpful.



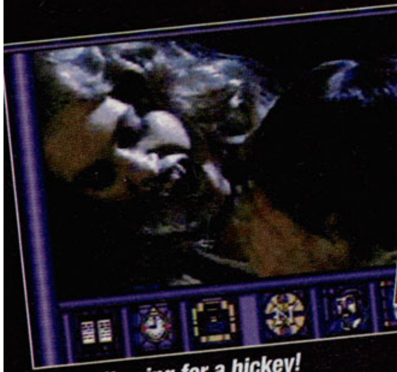
PROTIP: Keep an eye on your girl, Annisette, especially when Juliet shows up. They're prime vampire bait.



This could happen to you!

PROTIP: Use your ears. Stay alert during conversations and listen closely to the audio descriptions of items in your Satchel.

PROTIP: The Carriage provides instant transportation. Just get in and get out.



She isn't going for a hickey!

Sega CD Game ProFile

Dracula Unleashed

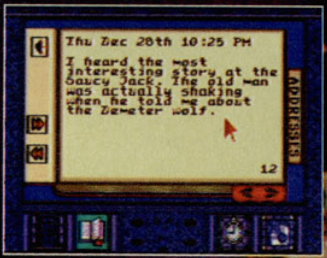
(By Viacom New Media)

If you don't mind taking on lengthy detective work to get from point A to point V (for Vampires), sink your fangs into this who- or what-dunnit.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

Price not available
CD
Available now
Graphic adventure

1 player
Multiple views
Multi-scrolling
5 location saves



Thu Dec 28th 10:25 PM

I heard the most interesting story at the Saucy Jack. The old man was actually shaking when he told me about the Demeter wolf.

PROTIP: Make Journal entries often. You can't remember all the details.

PROTIP: Pay attention to the time. It's no use visiting a place of business to meet someone at 1:00 a.m., when the vamps are out.

The Interface: Life and Death

The workmanlike point-and-click, icon-driven interface has a nice selection of vampire-stalking tools, even if it takes time to use them. The Notebook jots down key points from every meeting, and it automatically records any addresses mentioned. There's even a Bed where you must sleep, but watch out for you-know-who!

Unfortunately, the interface moves like it's just risen from a grave. The cursor, which you try to control via the directional pad, is slow and sometimes imprecise. Also, the CD reads discs slowly, and reads them often.

Dracula Rises

Dracula Unleashed has bite. Some players will consider the slow pace slow death, but if you're into cerebral challenges you'll have a bloody good time. G

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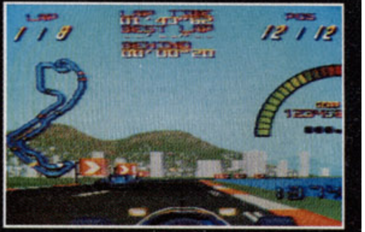
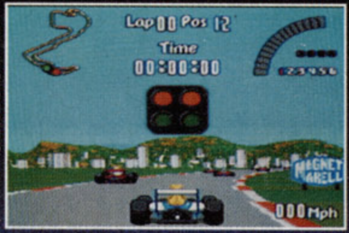

SUPER NES

SUPER NES

GENESIS



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By Lawrence of Arcadia

Point-and-move games like Time Gal, Road Avenger, and Sewer Shark are all coy imitators of the best laser-disc arcade game there ever was...Dragon's Lair! Animated by Don Bluth (creator of *The Land Before Time* and *An American Tail*), this was the first fully animated interactive movie. ReadySoft has successfully brought the excitement of Dragon's Lair to the Sega CD.

You have to guide Dirk through a gauntlet of booby traps. Everything inside and outside the castle is fair game. Expect bubbling ooze, slimy tentacles, giant spiders, voracious bats, and more as you guide Dirk through 26 levels of knight-bashing fun. You sometimes get help from flashes of light that lead you down the right path, but most of the time you must figure out how to get to the Dragon's Lair on your own.

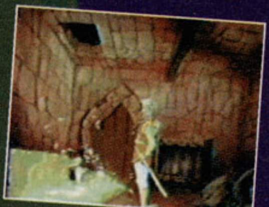
Animated Action

The graphics in Dragon's Lair are well-drawn and smooth, but because of the Sega CD's display limitations, they're also very grainy. At points where there's a fire in the shot, the color bleeds like crazy. Otherwise, the strength of the animation is in its humor – watch what happens to Dirk when he doesn't make it out of a room safely.

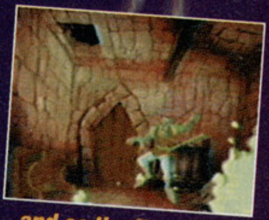
Sword Up

So what's the word on Dork... er, I mean, Dirk? If you have patience, good hand-eye coordination, and good puzzle-solving skills, you should love Dragon's Lair. But be forewarned. Once you figure out the ins and outs of this game, you're done. After you've played through the game once, the action doesn't get harder or change scenes. You could play the game through a second time in 15 minutes.

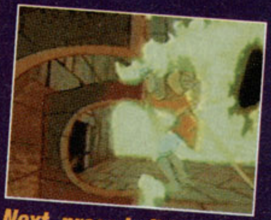
The Fire Room



PROTIP: This room is tricky. Jump back when the fire hits the bench...



...and as the fire shoots from the ceiling, press Down, then immediately press Up. This should leave you near the west wall of the room.



Next, press Left to get near the bench, and out to safety.

Dragon's Lair

Knight Moves

Dragon's Lair is the story of Dirk the Daring, a hapless knight who gets into more hot water than a Maine lobster as he tries to find Daphne. Daphne is a buxom damsel who has been taken hostage by a wily dragon, and now Dirk has to wrest her from its evil clutches.

Sega CD Game ProFile

Dragon's Lair

(By ReadySoft)

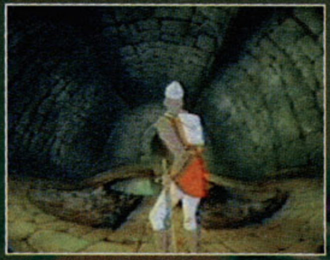
Dirk the Daring is back on track in this animated point-and-follow action/adventure game. If you thought Time Gal was cool, you ain't seen nuthin' yet.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	INT. Intermediate

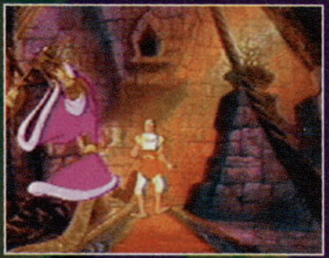
$59.99
CD
Available now
Action/adventure

1 player
26 rooms
Multiple views
Unlimited continues

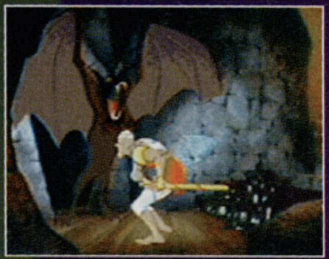
The controls (although simplistic) require patience and fastidious timing. You don't want to attempt this one unless you have lots of time on your hands and an enviable tolerance level.



PROTIP: In the Pool Room, move in the direction that Dirk was facing as the scene faded in.

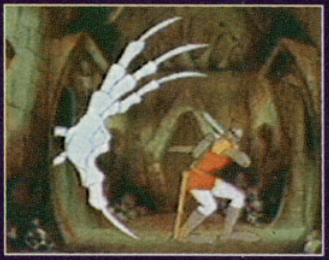


PROTIP: When the Lizard King is upon you, follow the gold pot to safety.

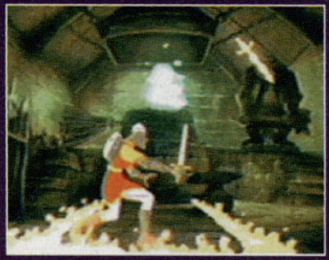


PROTIP: Some movements are simultaneous. Immediately after you knock off this bat, head through the door.

The sound in this CD is crystal clear. You'll hear every groan, moan, and rattlin' bone as if it were right next to you. The game is light on music, but heavy on sound effects.



PROTIP: If you die, pay close attention to where the threat originated from, so you can avoid it the second time around.



PROTIP: In the Smithy's room, continually tap the Sword button, then dodge the anvil and tap the Sword button again until you leave.

But one play-through should be enough until Space Ace and Dragon's Lair II are released, dates that aren't far off. In the meantime, hang in there and swing steel with the best of them. G

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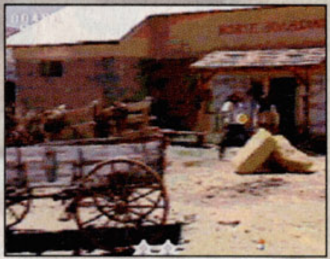
ACCOLADE™
GAMES WITH PERSONALITY

Mad Dog McCree

By Bro' Buzz

Mad Dog McCree has ridden into the arcades, the IBM PC, 3DO, CD-I, and now the Sega CD. The formula is simple: The wild, wild West + 1 gun + 9 bad guys + digitized graphics of actors = superior shoot-em-up fun.

If you don't approve of such mathematics, you'd best ride on now, tenderfoot.



PROTIP: At the Corral there's a sniper hidden in a window.

PROTIP: Mad Dog wears a bulletproof vest.

Shoot First

Unlike other home versions of Mad Dog, you can now face the bandits with an actual six-shooter. The Sega CD version supports the Sega Menacer, the Konami Justifier (from Lethal Enforcers), and ALG's own video game gun. The shooting iron...err, plastic, makes this version of the game a winner.

Sega CD Game ProFile

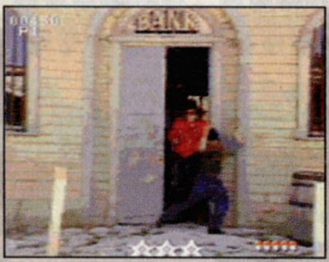
Mad Dog McCree

(By American Laser Games)

Mad Dog's a classic Western shootout, if the graphics don't run you out of town.

Graphics	Sound	Control	FunFactor	Challenge
3.5	5.0	5.0	5.0	INT. Intermediate

$54.99	2 players
CD	5 stages
Available now	First-person view
Shoot-em-up	Forward-scrolling



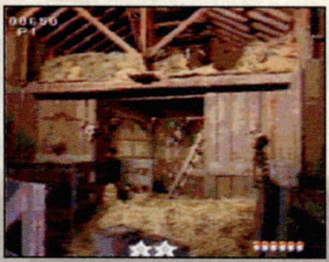
PROTIP: The bank robbers let this dude go, but a woman screams. What gives inside?

PROTIP: For the ultimate challenge, "holster" your weapon and draw like the cowboys!

A Man with No Name

The story line relates a simple, all-American, Old West value: Justice comes from the barrel of a gun. You're The Stranger. Mad Dog McCree's dastardly gang rules the Town, and you've got to clean 'em out. All the characters, evil and innocent, talk directly to you as you stroll around. But if someone draws a gun, you fire!

Best get out of town, stranger!



PROTIP: During the gunfight in the barn, keep your eyes glued on the upper loft. It's tough to see the shooters up there. Sometimes faint movement is all you have to shoot at.

PROTIP: Some guys shoot even after you hit them once.

PROTIP: Reload every chance you get, even after one shot.

PROTIP: In the Saloon, your shots have no effect until your opponents draw their guns.

00750
P1
Press Start
To Continue

The Undertaker wants you!

Draw!

The controls are simple and sweet: Just aim and pull the trigger. If you think it sounds easy, you don't realize how bad a shot the average person is.

The pressure is on, you see, because the bad guys only have to shoot once to hit you, and you must reload after six shots. After three meager lives, the Undertaker drags your bullet-riddled behind to Boot Hill.

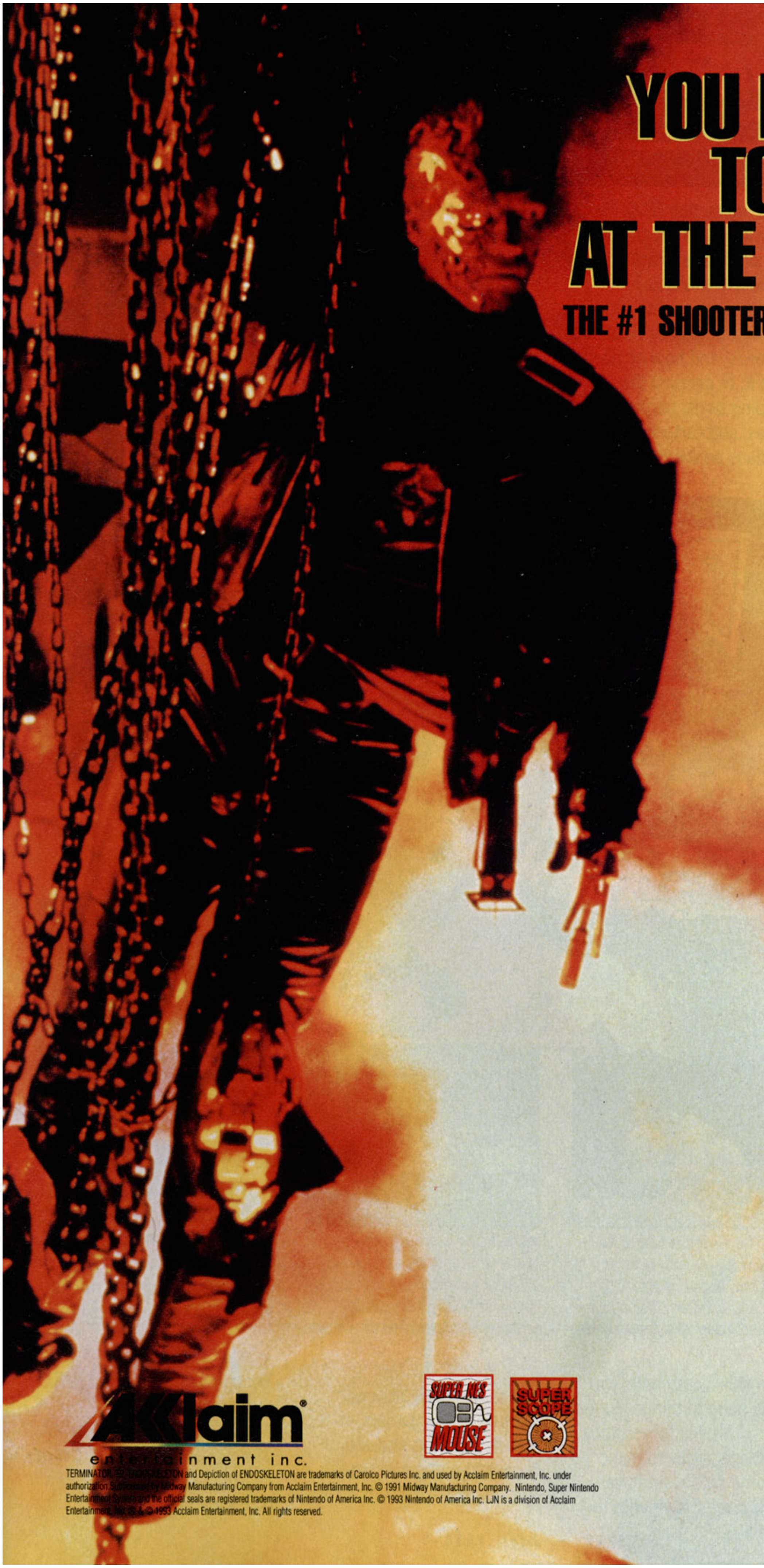
Squinty-Eyed Graphics

The game's sounds are great. It's a kick to hear all the CD-clear cowboy movie dialogue, and you have to listen to catch some important clues. Dance hall music, whinnying horses, and ricochets add to the terrific Wild West audio.

The graphics, on the other hand, work just well enough to keep your trigger finger busy. The actors and the one-horse-town sets are great, but the display quality drags. For example, the animation pauses as the CD drive reads the disc, usually when the bad guys are about to shoot! One key scene at an abandoned mine looks so grainy that the manual contains a picture to help you "see" important on-screen items.

Start Dancin'

Having the gun in hand makes this game great, despite the gritty graphics. Mad Dog McCree's an old-fashioned shootout, plain and simple – and you can smile when you say that. G



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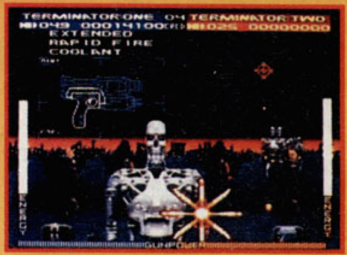
TERMINATOR ONE 04 TERMINATOR TWO
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EXTENDED
RAPID FIRE
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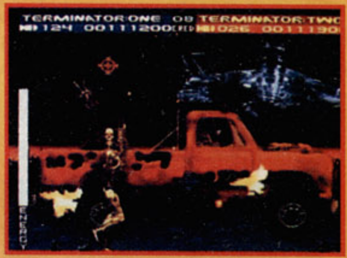
BLAST T-800 ENDOSKELETONS!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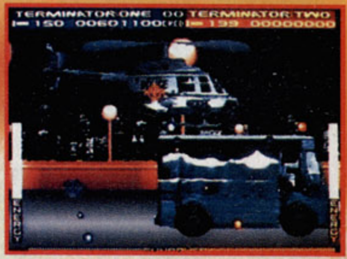
ENERGY

DESTROY AERIAL HK'S!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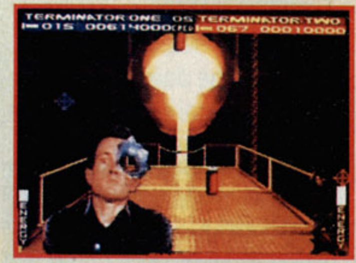
ENERGY

ESCAPE T-1000'S HELICOPTER ATTACK!


TERMINATOR ONE 05 TERMINATOR TWO
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ENERGY

HASTA LA VISTA, BABY!

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PROREVIEW

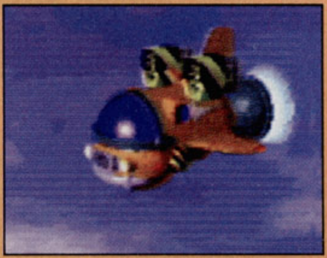
Sega CD

By Bonehead

Did you think this game involved the fat kid in the Addams Family? Puggsy's certainly chubby, but he's no kid, and his family is 15 light years away! However, this little lost E.T. has plenty of smarts to think through Earthly dilemmas, giving young gamers an island full of interesting challenges.

Puggs Punny

Puggsy is nothing if not good-humored. With a perpetual grin plastered on his orange face, he cheerfully confronts more than 50 levels of problems while stranded on Earth.



PROTIP: The opening animation shows the outer space mishap that sends Puggsy hurtling Earthward. Study the lengthy Demo that follows to learn what Puggsy can do.

Because he's short, pudgy, and slow, he doesn't have many physical skills. What he does have, however, is Total Object Interaction (TOI). He can pick up and use the hundreds of objects found in the 17 lands. In this slow, methodical game, the trick is to figure out exactly what Puggsy needs, and how he needs to use it, to get past the swooping birds, perplexing puzzles, and cartoony Guardians on the island.

Sega CD Game ProFile

Puggsy

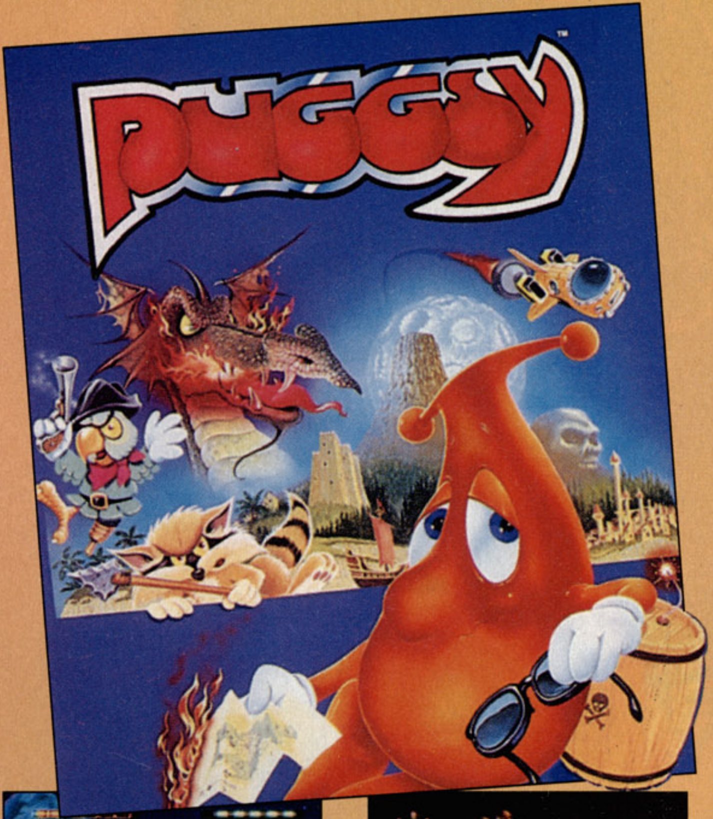
(By Psygnosis)

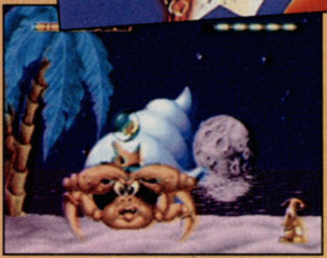
In this fun, gentle game aimed at younger players, a stranded E.T. uses hundreds of found objects in intriguing ways to solve increasingly challenging puzzles.

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
3.0	3.5	4.0	3.5	Beginner

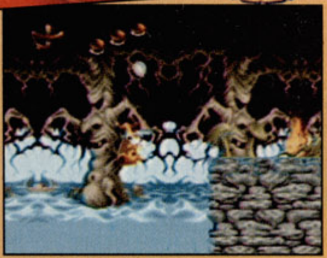
Price not available
CD
Available now
Action
1 player

17 lands
Side view
Multi-scrolling
Passwords





PROTIP: Defeat the first Beach Guardian by darting between his claws and popping six of the rising gas bubbles. The shells inside will bop Herman the Hermit on the head.



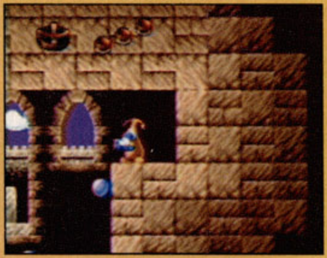
PROTIP: To hold onto his gun while crossing this island pond, Puggsy's got to bounce several times between objects to nudge them closer to the ledge.

Control is easy once you get the hang of things. Puggsy throws with deadly accuracy, lifts objects easily to make climbable stacks, and even flies through the air with the greatest of ease by grabbing balloons. There's good detail in the TOI – heavy objects don't fly as far as light ones, Puggsy can't jump high when he's holding something, and not everything floats.

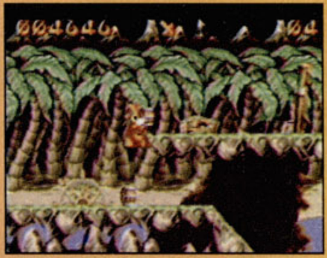
A Junior mode helps you sort through these laws of physics and master the controls. Test that mastery against the clock in the Time Trial. Passwords enable you to pick up where you left off in this long and increasingly challenging game.

E.T. on the Eyes

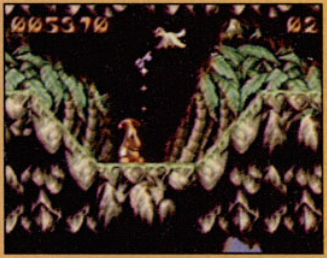
Just as the game play will intrigue young gamers, so too will the graphics and sound captivate young eyes and ears. Puggsy's island is a colorful place layered with multi-scrolling backgrounds. The enemies have a simple cartoony grouchiness to them – those eight Guardians, for instance, have names like Halitosis the Dragon and Polly Pirate. The opening animation is pixelated and blurry.



PROTIP: Time your jumps right, and Puggsy can bounce high off these blue-colored balls to get hard-to-reach objects.



PROTIP: Stack one barrel and bounce off it while holding another barrel, which Puggsy can then stand on to reach the next plateau.



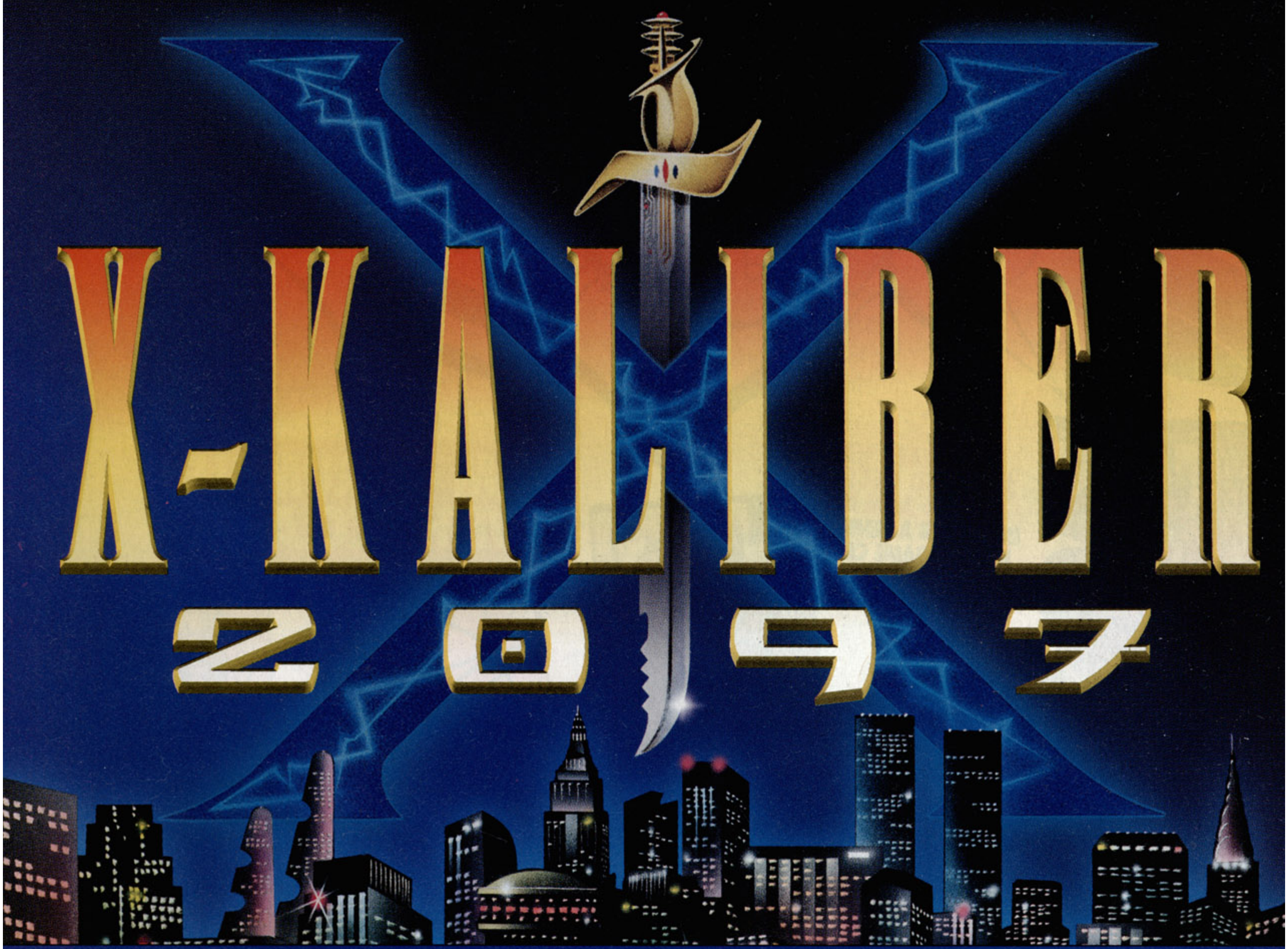
PROTIP: Puggsy can throw with accuracy. Toss this key at the pesky seagulls – they'll take off, but the key will return.

The sounds are both cute and descriptive. Buoyant island themes waft gently through the levels, and appropriate sound effects accompany the items that Puggsy picks up.

Tropical Treat

Though veteran gamers will quickly tire of Puggsy, younger players will enjoy his island antics. They're as gentle and friendly as an afternoon on Gilligan's Island. **G**

Well into the future, the world's only hope is a weapon from the past.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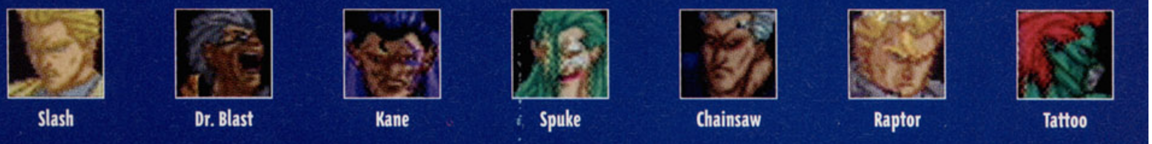
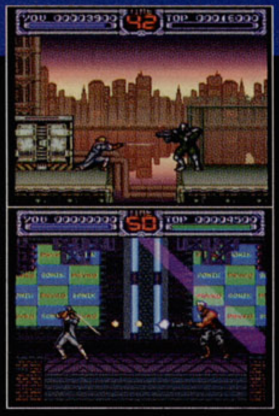

Slash
Dr. Blast
Kane
Spuke
Chainsaw
Raptor
Tattoo



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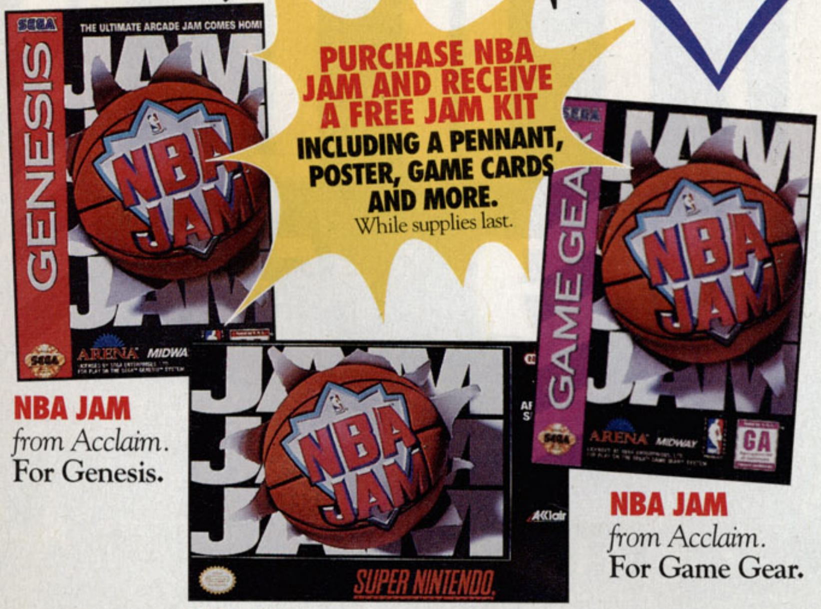
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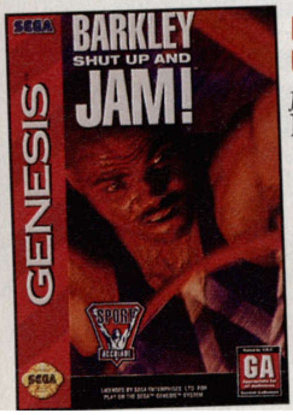
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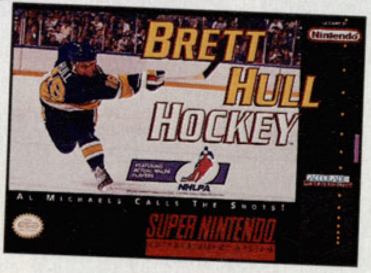
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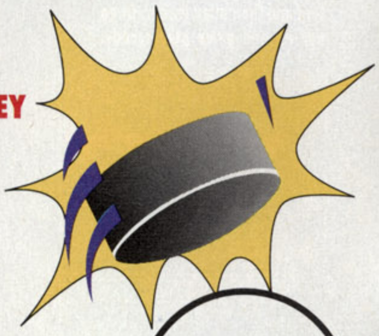

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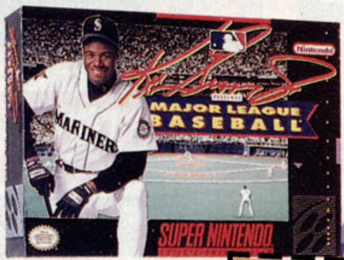
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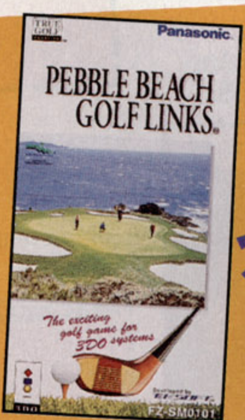
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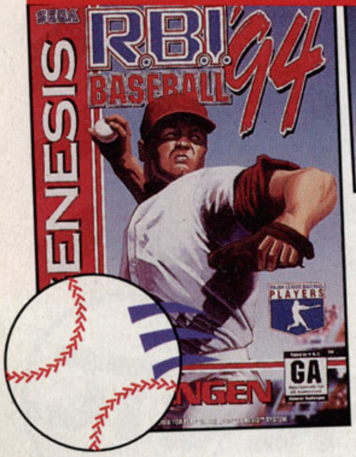
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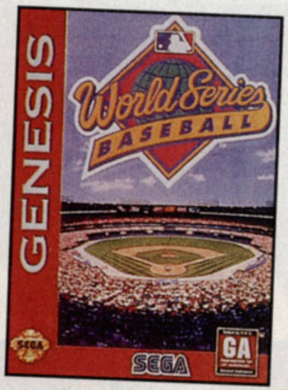

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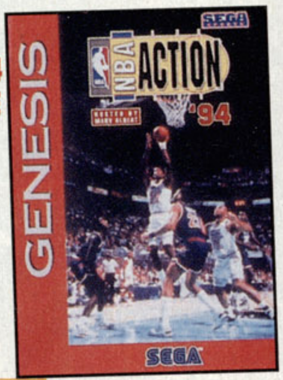

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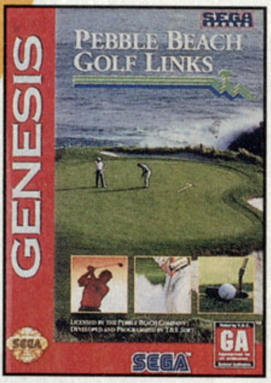

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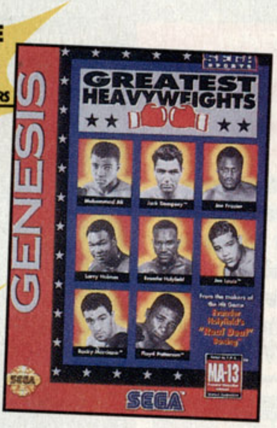

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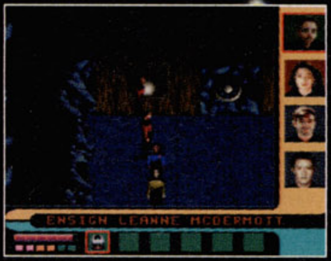
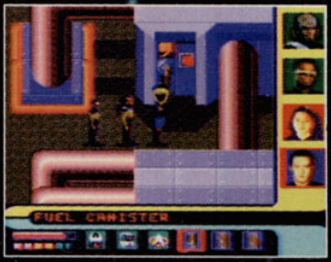
By Ensign Taylor

The long-awaited debut of Star Trek: The Next Generation on the SNES is somewhat like last year's Deep Space Nine rollout: It probably won't disappoint Trekkers or hard-core game players, but it might leave them hungry for more.



PROTIP: When you enter the mine, flick the switch immediately to restore ventilation or the humanoids in your Away Team will suffocate.



PROTIP: You must match the correct fuel canister symbols to restore power to the engines of the derelict ship.

SNES Game ProFile

Star Trek: The Next Generation

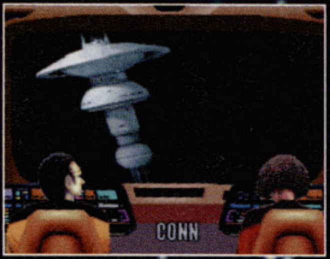
(By Spectrum HoloByte)

TNG offers a wealth of game play and interactive technical background on the most popular sci-fi show in history. It's an engaging RPG-style adventure with some of the flavor of an episode from the TV series.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADV. Advanced

Price not available
16 megs
Available April
Action/role-playing/ science fiction
1 player
Overhead view, multiple perspectives
Passwords

TNG takes you on a rich, multi-part mission with lots of twists and turns. The plot has the Enterprise encountering a derelict ship. Awakening its hibernating crew, you find that they sent a device called the Tavrad 10,000 years into the future in anticipation of an unknown phenomenon called the Integrated Field Derandomizer. The Federation isn't the only group interested in the IFD.



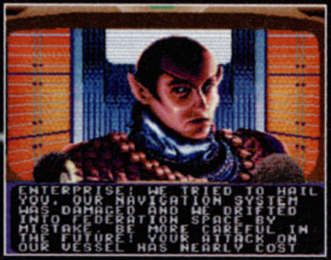
PROTIP: Even if there are other issues at hand, always hit a Starbase and record the password between missions.

Report to the Bridge!

TNG consists of three main areas of game play: Bridge navigation, ship-to-ship combat, and Away Team missions. The Bridge is beautifully presented. The 360-degree rotating bridge screen includes stations for Communications/Navigation, Engineering, Computer, Transporter, the Briefing Room, and Sensors. Every aspect is detailed and accurate to the lore of the show. Even Star Trek's previously undecipherable galaxy classification and navigation systems are now understandable – and useful.

The Enterprise engages. Warp nine!

STAR
THE NEXT G



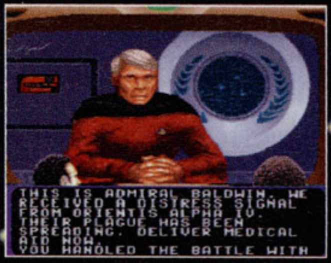
ENTERPRISE! WE TRIED TO HAIL YOU. OUR NAVIGATION SYSTEM WAS DAMAGED AND WE DRIFTED INTO FEDERATION SPACE BY MISTAKE. BE MORE CAREFUL IN THE FUTURE! YOUR ATTACK ON OUR VESSEL HAS NEARLY COST

In typical Romulan fashion, this scout ship attacks, then blames the conflict on a failed navigation system.

Battle situations automatically switch you into an overhead-view grid-mapped track of space, where you navigate and fire the ship's weapons in real-time combat. Although you'll find some strategy here, it's unlikely that you'll be able to pull off a Picard maneuver given the limited controls: Thrust, Phasers, and Photons.

...To Explore Strange New Mazes

The complex Away Team missions are, for the most part, fun. During the RPG/Zelda-style maze exploration, you search an area for objects while dispatching indigenous dangers (i.e. blasting them with a phaser). You have to wisely manage the resources of your team and use the talents and skills of each officer. The action's tough, but rewarding.



THIS IS ADMIRAL BALDWIN. WE RECEIVED A DISTRESS SIGNAL FROM ORIENTIS ALPHA IV. THEIR PLAGUE HAS BEEN SPREADING. DELIVER MEDICAL AID NOW.
YOU HANDLED THE BATTLE WITH

The Federation Admiral delivers your next assignment.

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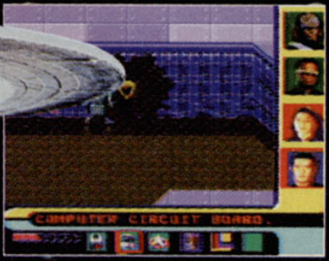
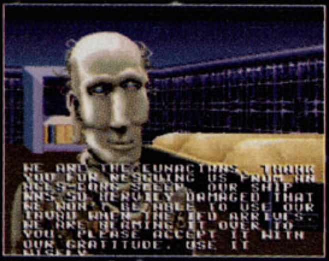


PROTIP: Aboard the derelict ship, blast through this wall to reach the main security computer. Disable all security with your Tricorder.

The controls could be more polished. You can move each member of the four-person team individually, or you can lead them as a group. Poor collision programming is the most annoying aspect. If an enemy bumps into you, it can quickly suck away half your life in one brief exchange. Another problem is that the members not under your control are essentially sitting ducks and don't even bother defending themselves. It's easy to lose crewmen, so the Away Team segments often become "send in the Data" solo missions.

TNG is very visually impressive. It earns high marks for its accurate depictions of everything from ships to aliens to Geordi's stand-still tap of his visor. When you complete one of the challenging mazes, you get a large, great-looking cinematic pix.

The music and theme songs from the show really crank you up to play the game. Unfortunately, most of the music that was written specifically for the game is average. The Conn panel blips sounds like they're digitized at a high sample rate. The game has good audio, overall.

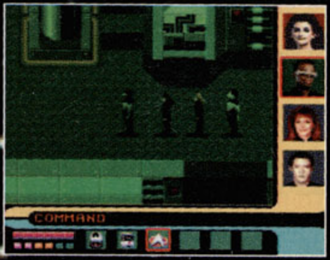


WE ARE THE CUNACTANS. THANK YOU FOR RESCUING US FROM AN AGES-LONG SLEEP. OUR SHIP WAS SO HEAVILY DAMAGED THAT WE WON'T BE ABLE TO USE OUR INVAD WHEN THE IFD ARRIVES. WE ARE BEAMING IT OVER TO YOU. PLEASE ACCEPT IT WITH OUR GRATITUDE. USE IT

Other peoples are glad to have a friend in the Federation. Hope it didn't cost too many officers' lives.

Hull Breach, Deck 7

Where TNG doesn't pass Starfleet Regulations is in the game's actions, which aren't completely faithful to the show. Unlike the "ask questions first, shoot later" Federation credo, TNG is combat-intensive. A Neutral Zone conflict quickly degenerates to ship-to-ship battle with Romulan Birds of Prey. Totally unrealistic!



PROTIP: La Forge's visor enables him to "see" in the dark of the derelict ship.

Additionally, many of the options that the real *Enterprise* crew would consider in tight situations aren't even offered. Prior to battle you can't hail the opposing ship to negotiate; combat just begins. When your Away Team is exploring the surface, it can't communicate with the *Enterprise* for advice or sensor readings. Bottom line: You may find yourself saying, "If this were the TV show, it would have happened some other way."

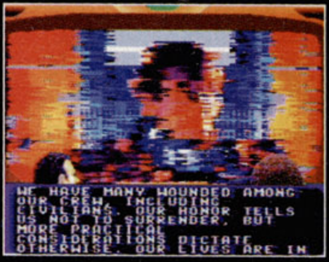
ENSIGN WES NIHEI

Wes Nihei: Executive Editor of GamePro magazine by day, disposable* Enterprise *crewman by night.

Another key aspect of the series that the SNES game doesn't capture is the personality of the characters. Recurring themes and character traits, such as the poker games and Data's search for humanity, have fueled the show's cult following, but they're all missing from the game.

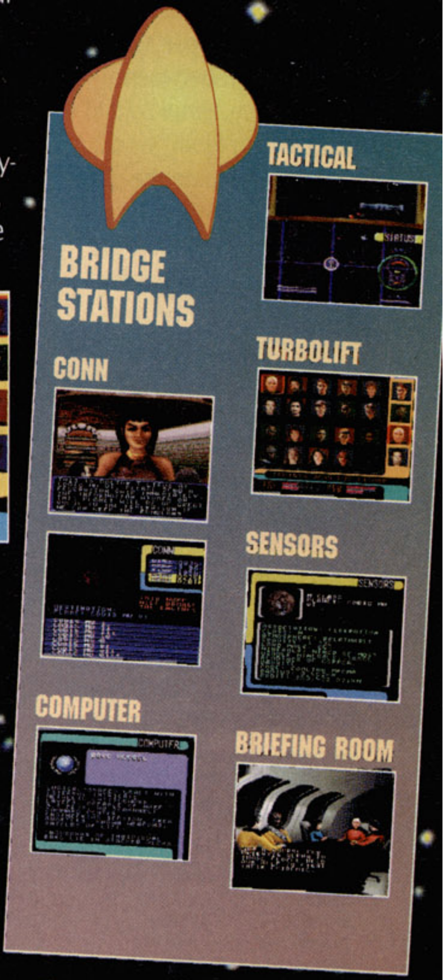
Make It So!

TNG lacks the personality of the TV show and could be more polished, but it's a solid action-packed adventure, rich in the lore and terminology that will appeal to anyone who has a *Star Trek: The Next Generation* Technical Manual on their bookshelf. Ensign, set course heading Toys 'R' Us, bearing SNES, mark $60. Engage! **G**



WE HAVE MANY WOUNDED AMONG OUR CREW, INCLUDING CIVILIANS. OUR HONOR TELLS US NOT TO SURRENDER, BUT MORE PRACTICAL CONSIDERATIONS DICTATE OTHERWISE. OUR LIVES ARE IN

If Communication systems are damaged, the opposing ship's hail will be blurry – just like on the show!



THE PIRATES OF
DARK
WATER

By Manny LaMancha

A pirate's life is tough – especially when he's stranded on another planet. Sunsoft's Pirates of Dark Water enables you to glimpse that life by guiding a trio of warriors as they dispatch space-pirate Bloth and his not-so-merry men.

Don't Rock the Boat

Best known as a cartoon, Pirates is now available for the SNES and Genesis. The two games are wildly different, with the SNES version playing like a side-scrolling sword swinger. You – along with a friend, if you choose – start by picking from three characters: Tula, a swift but not very strong lady warrior; Ioz, a giant who is powerful but not very agile; and Ren, the handsome fighter whose skills are somewhere in-between.

The goal is simple: Fend off the attacks of Bloth, who's vowed to eliminate the Pirates of Dark Water on the planet Mer. His fighters are relentless – at any moment there could easily be four attackers on you at once. There are also traps and craggy cliffs you can fall from.

Keep an Even Keel

Manipulating your combatant is simple; the ability to jump, punch, block, swing a weapon, and unleash a special move is just a button push away. Some variety is offered: If you're several steps from your adversary, Button X causes a knife slash, but if you're holding him, Button X will fling him across the play field.

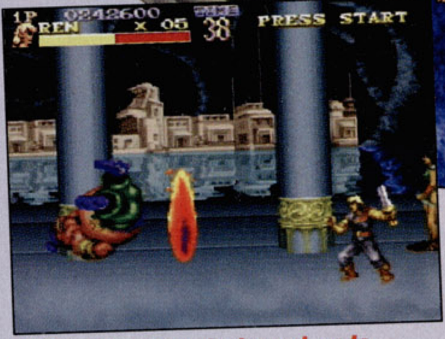
Though the graphics and sounds are decent, they're not spectacular. The most intricate visuals come before a level starts, when you get a Mode 7 zoom on the map, but the rest of the game consists of basic side-scrolling graphics that are more detailed than an NES game, but not much more imaginative. The audio treatment is similar: It's adequate, but you'll tire of the repetitive battle sounds.

Super NES Game ProFile
Pirates of Dark Water
(By Sunsoft)

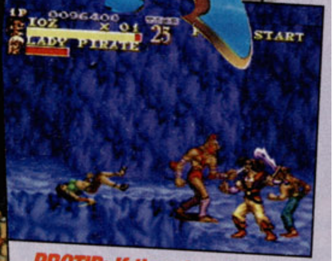
If you want to play a cartoon, try Hanna-Barbera's Pirates of Dark Water. Unfortunately, the results aren't very pleasing – the game is challenging but doesn't push the originality envelope.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	4.5	2.5	Adjustable

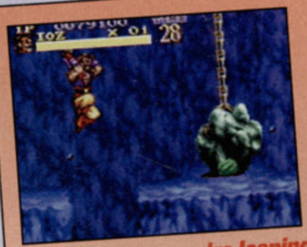
$59.99	2 players
8 megs	8 levels
Available now	Side view
Hack-n-slash	Side-scrolling



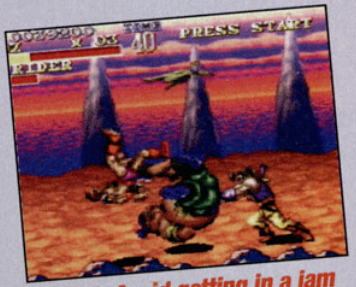
PROTIP: Traps can be hazardous to your health, but you can also use them to your benefit. Simply stay clear of the trap and lure your opponent into the danger.



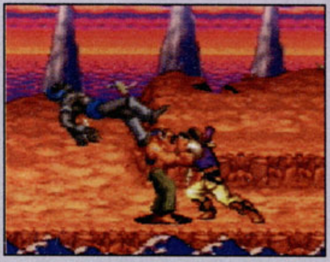
PROTIP: If there's a ledge nearby and you don't want to waste time, toss an enemy over the edge and he won't come back to bother you.



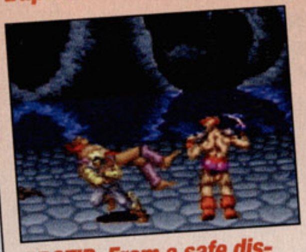
PROTIP: When you're leaping chasms, double-tap to the side before hitting the Jump button, and you'll span the distance. Just don't soar into traps on the other side.



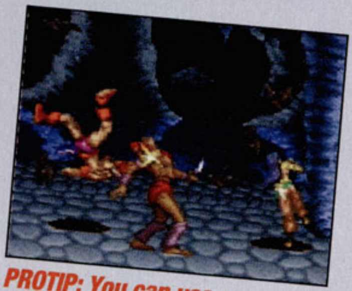
PROTIP: Avoid getting in a jam with foes on either side of you. Gathering your opposition in one clump means you can work on them simultaneously.



PROTIP: Ioz is slow with his sword, so if you're in a tough jam that requires a fast response, use his punches.



PROTIP: From a safe distance, the double-tap run with the Jump button enables you to steamroll over opponents.



PROTIP: You can use an enemy as a bowling ball against others. Pick one up and sling him toward a group of adversaries with Button X.

Make Waves

Where the game really lets you down is in its FunFactor. Pirates of Dark Water doesn't really challenge you to discover opposition patterns; it's more a "throw everything but the kitchen sink at the player" mentality. There's not much finesse in the design, nor in your game play, as a result.

Sunsoft is known for trying new things and designing games that push the player to work for his play, but occasionally a disappointing game slips through the cracks. Pirates of Dark Water is sadly adrift in a sea of sameness. G

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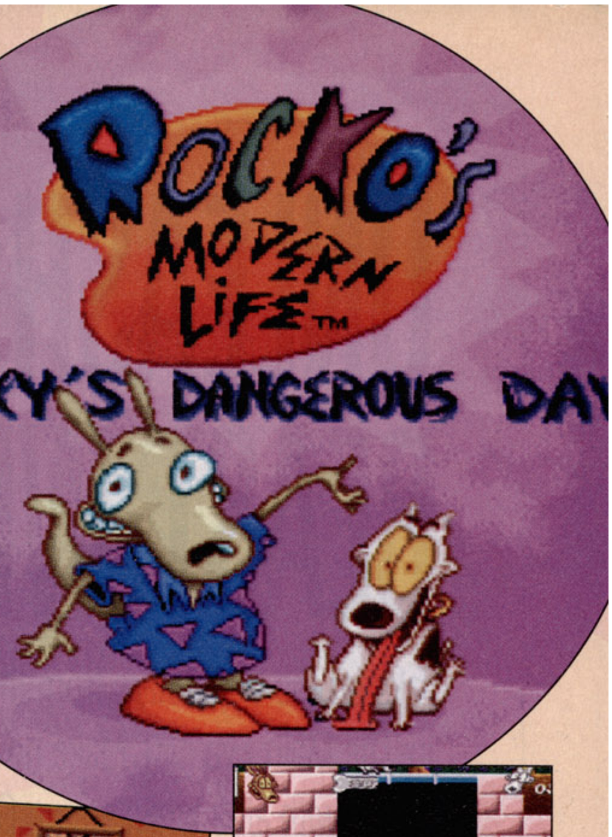


By Lawrence of Arcadia

Rocko, Nickelodeon's newest cartoon character, now has his own video game, and this one will keep you on your paws...er, I mean toes. In this fun, colorful puzzler, which has a wacky twist, you find that not only can you lead a dog to a hydrant, but you can make him drink from it, too.

Do You Feel Lucky, Spunk?

Rocko's just an average Australian Wallaby trying to get by in life, but he's hindered by the antics of his not-so-bright pooch, Spunky. Spunky gets himself into lots of trouble, chasing down errant flying disks, amorous mops, ice cream vendors, and other odd objects. Since Spunky is more bark than brains, he doesn't watch where he's going when he's chasin' after things. It's up to Rocko – and you – to keep him out of trouble by clearing the path in front of him, knocking pests, debris, and other nuisances out of his way.

You get Spunky out of trouble and out of each level by leading him to the Golden Fire Hydrants located in each stage. But getting Spunky to the Hydrants is no dog-walk in the park. You have to get past some of the weirdest looking enemies ever to disgrace the screen. Bloated bulldogs, screaming frogs, trap-tossing rats, and more block the areas, which range from a beach to the inside of a washing machine. At some point in this game you expect to see even the Beatles' Yellow Submarine float by.

Super NES Game ProFile

Rocko's Modern Life

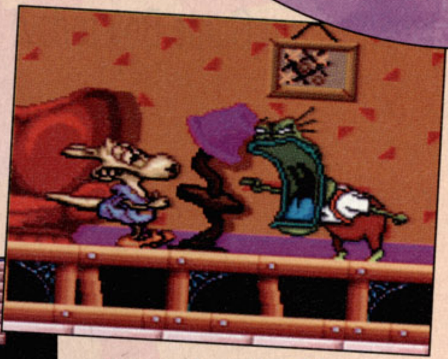
(By Viacom)

How do you describe this funny, good-looking game? How about Cool Spot meets Ren & Stimpy? Or Super Mario takes Yoshi for a walk?

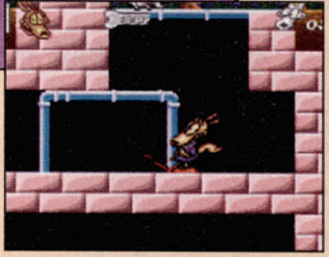
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	ADJ. Adjustable

$59.99
12 megs
Available April
Puzzle/strategy

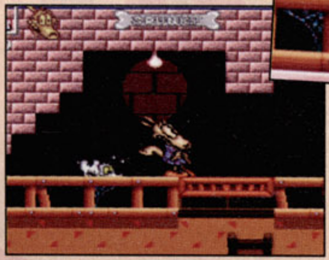
1 player
Side view
Multi-scrolling
Passwords



PROTIP: This bloated frog-neighbor of yours bellows so loud that Spunky is driven backwards. If he backs Spunky into a wall, you can get behind him (or in front of him, if need be).



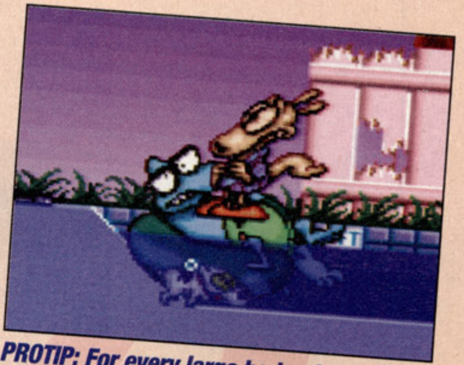
PROTIP: You get various arcs of ascent when Spunky goes airborne. Try following his arc, and look around for tree branches or other spots that Rocko can jump on.



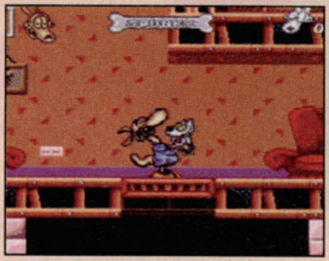
PROTIP: The most important power-up is the Bone. This makes Spunky stop so he can chew on it, and gives Rocko a perfect chance to survey the level without Spunky wandering about.

It's a Dog's Life

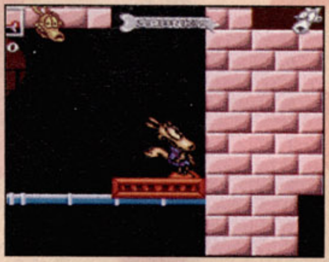
Rocko has only his wits and a few oddball power-ups to get Spunky to safety. Beef Hearts up Spunky's life bar and a balloon lets you inflate Spunky and kick him all over the screen. You can let Spunky chow down on these and other power-ups when he finds them, or Rocko can store them for later use. In the meantime, you have to stay one paw ahead of Spunky to spring trap doors, start elevators, and more. Spunky goes only in one direction (unless a dead end turns him around), and you can't pick him up to carry him to safety, although you can pick him up to change his walking direction.



PROTIP: For every large body of water, there should be either a piece of floating debris or a balloon nearby. Make sure the object is on Spunky's side of the pool before he gets there, or he'll drown.



PROTIP: You must stay on some platforms to keep them stationary. If Spunky is riding with you, hold him until the platform stops, or he may walk off the edge.



PROTIP: Whenever there's a gap, there's usually a platform to cover it. Check above and below the gap for moving platforms.

Continues

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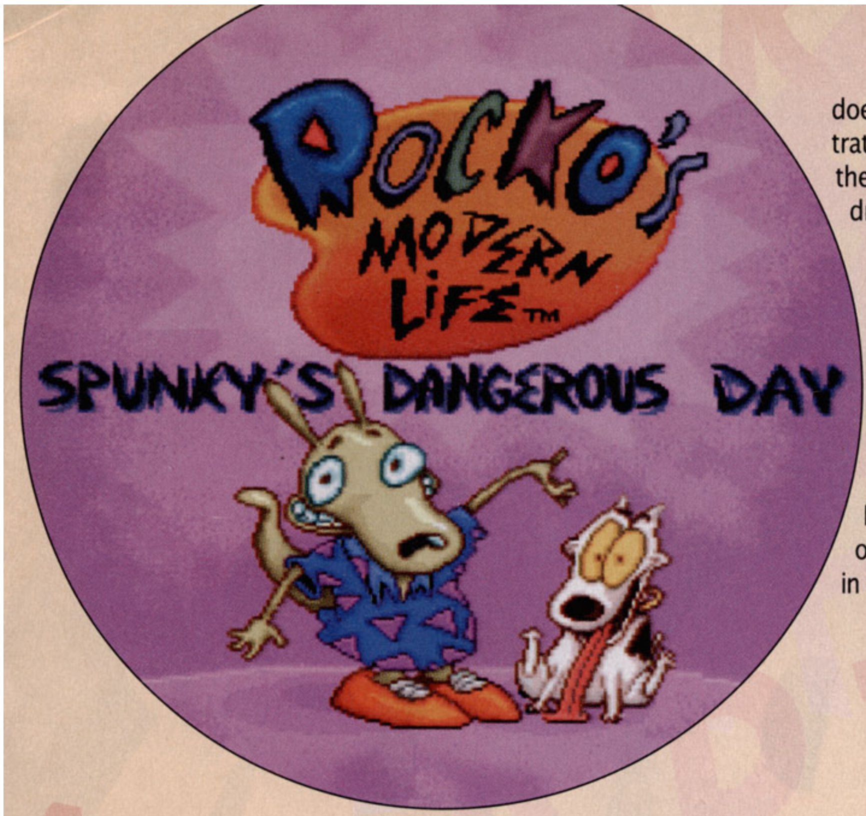


Rocko Rolls

The graphics in the game are as funny and well-drawn as they are in the cartoon show. Every sprite has a range of exaggerated movements, lending to both the art and style of the game. The backgrounds are clever, and each level holds different enemies, so you won't see 'em twice.

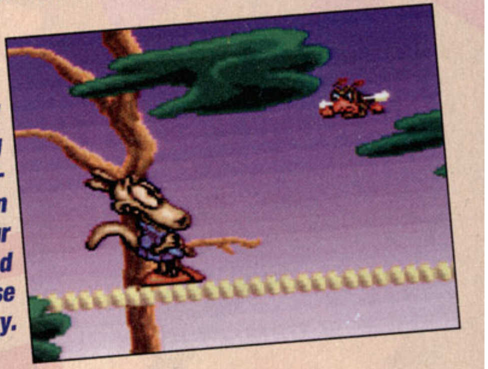
Surprisingly, with all the attention put on the graphics, the sound is very good as well. Plenty of minor voice enhancements were lifted directly from the cartoon, and the music is not as annoying and repetitive as in most puzzle games.

Controlling Rocko is dicey unless you have excellent timing. You have to spring Spunky to new heights via various pieces of debris. If you miscalculate, Spunky ends up being high-grade dog food. Picking up Spunky sometimes happens and sometimes doesn't, which can be frustrating when you're far into the game and you've dropped the dog.

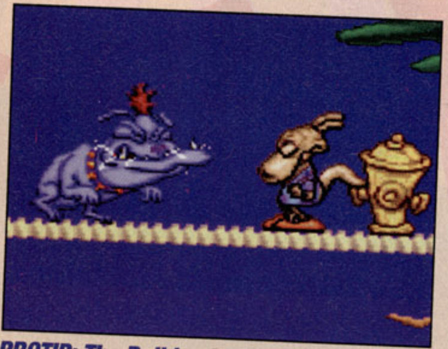
Although it seems aimed at a younger audience, Rocko is a little too tough for kids under eight. Everyone else can learn their way through this game with no trouble, although it will take time and patience. In the hard mode, you get only a small map of the level in the middle of the screen. In the easy mode, you can scroll through the level when the game is paused.

Good Day, Mate

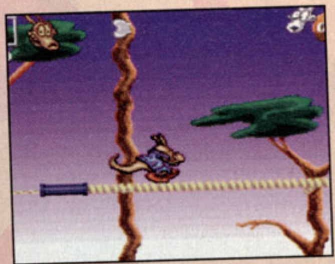
So what's the word on Rocko and Spunky? The word is fun, and if you've got a hankering for the type of humor that made Ren & Stimpy famous, then you'll love Rocko's Modern Life. All other puzzle/strategy games will seem like...well, like dogs, I guess. G



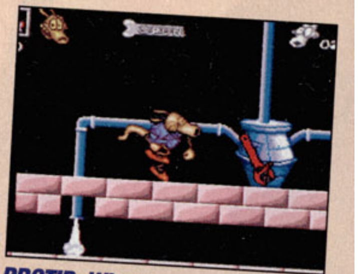
PROTIP: Rid yourself of flying pests immediately. They can interrupt your game play, and you might lose sight of Spunky.



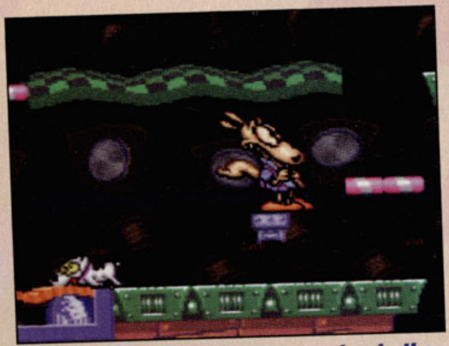
PROTIP: The Bulldog is the hardest enemy to kill, and he usually guards the Golden Hydrants. Make sure Spunky has a full life bar when you see a Bulldog (use your Beef Heart power-ups to pump up Spunky).



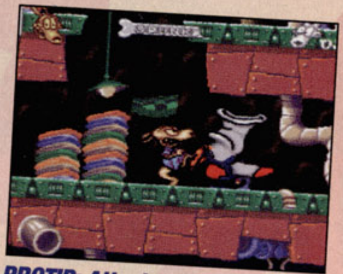
PROTIP: A pipe on the rope usually means that a gap is nearby. Swing Rocko's tail to make the pipe cover the gap.



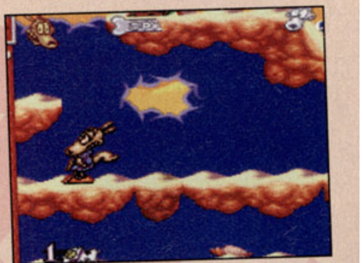
PROTIP: Whenever you hear Spunky bark, it means he's in trouble.



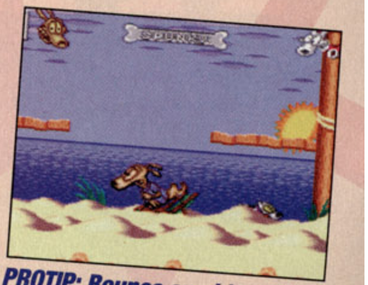
PROTIP: If conveyor belts are going in the opposite direction from Spunky, Spunky will stop dead in his tracks. Use the time to search the level for the Golden Hydrants.



PROTIP: Attacks work differently on various enemies. Vary your attack to maximize its effectiveness.



PROTIP: There are items that Rocko can't reach. Spunky has to crawl into the small space and retrieve it.



PROTIP: Bounce on objects to determine where your landing sweet spot will be.

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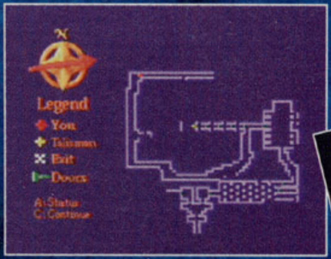
By Toxic Tommy

It's an age-old monster-hunter's question: How do you kill something that's already dead? If the answer escapes you, you'll never escape from Monster Manor.

Currently, some of the best 3DO games are either direct ports of games from other platforms, or they're based on existing games. Escape from Monster Manor is sort of Wolfenstein 3D with a sheet over its head. Instead of a castle, you're in a haunted mansion. Instead of Nazis, you battle fiendish spectres. And, like the classic gun game it's based on, Monster Manor is a blast.

PROTIP: Display the map (press C, A) to pause the paranormals.



PROTIP: Always study the map to plan escape routes to power-up areas.

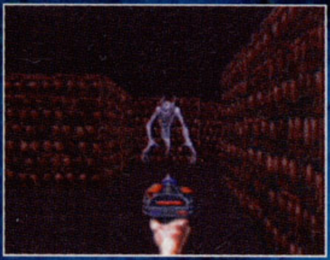
3DO Game ProFile
Escape from Monster Manor
(By Electronic Arts)

If you're afraid of the dark, if you fear poltergeists lurk underneath your bed, play this game, yeeaaah...heh, heh, play this excellent game!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	4.5	INT. Intermediate

$59.99
CD
Available now
Shoot-em-up
1 player

12 levels
First-person view
Forward-scrolling
5 save locations

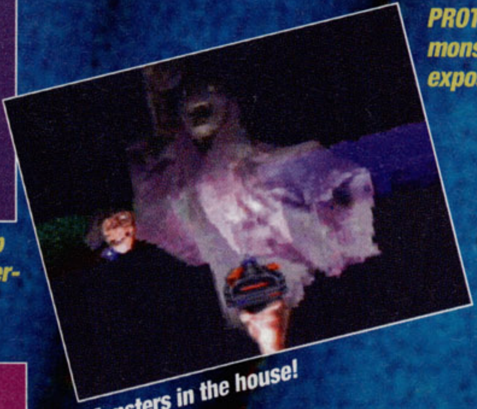


PROTIP: Watch out for moving objects that are just there to make you waste ammo!

Spirits in the Material World

Evil, demonic spirits are running amuck in the world! It's all because the magical Talisman has been broken asunder, and its pieces have been scattered throughout the 12 areas inside, outside, and beneath Monster Manor.

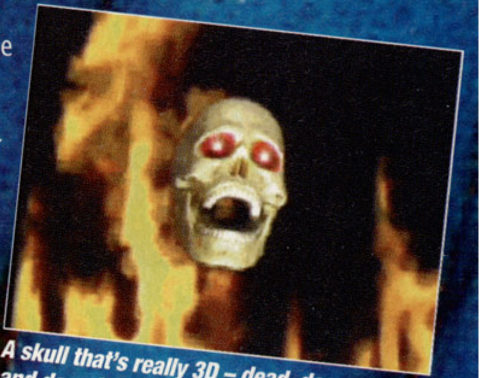
Your challenge is to find the pieces of the Talisman, but you must tear through a host of ghosts and demons to do it.



Monsters in the house!

Scare Tactics

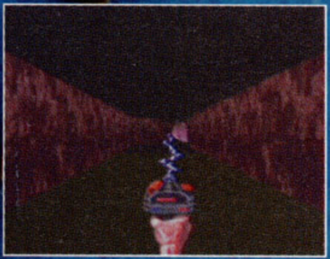
Monster Manor is a maniacal monster hunt. You play via a first-rate, first-person perspective, with a view overlooking a hand that's holding a ghost-zapping electro-gun. As you creep through the Mansion, you find Keys to open doors. Ethereal beings and demons slither and slide after you, usually when you least expect it.



A skull that's really 3D – dead, deceased, and done for!

The challenge is a little hairy and a little scary. The ghosts and ghouls don't differ much in their terror tactics, but their aggressive attacks make you more than a little nervous. As long as you move forward cautiously and watch your back, your chances of survival are very high. However, in every level there are spots where the dead gang up on you mercilessly. Be quick or become one of them!

If there's a gremlin in the game play, it's the long, sometimes tedious hunt for the Talisman fragments. After you blast the nasties, they don't reappear, so you may find yourself engaged in a lengthy, meticulous room-to-room search.



PROTIP: Sharpshooters can zap monsters if they're partially exposed.

Moving Amongst Monsters

The controls are crisp, with a couple of creative touches that help you keep the spooks at bay. You glide through the labyrinthine Mansion with ease...even if the horrific atmosphere makes you uneasy. To monitor your status and progress, a single button press displays a status screen, another press displays a map. The solid automapping feature (similar to Wolfenstein's) is vital to your foray. When something arouses your suspicion, pressing the L and R buttons produces a quick sidestep, a slick, valuable move that enables you to quickly peek around corners.

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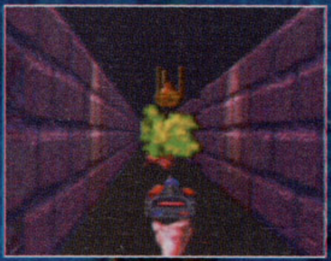

PROTIP: *The green slime blasts have limited range.*

A Beautiful Screamer

The creepy graphics and sounds will make your spine tingle. Knife-wielding ghosts, grim Reapers, and vile disembodied heads ambush you at every turn. These demonic-looking creatures won't make you forget the Hellraiser gang, but the awesome 3DO scaling graphics will make you jump when you turn a corner and run into one up close and ugly! The graphics also help you monitor your health by graphically showing the skin on your hand gradually withering away as the monsters mangle you. It's ghoulish but cool-looking.

PROTIP: *Your blaster has nearly unlimited range.*

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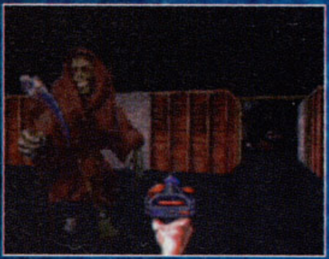
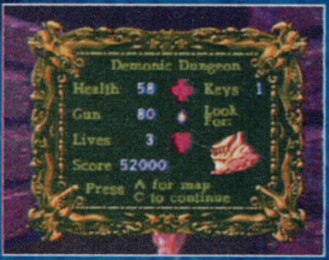


PROTIP: *Back into suspicious areas – that is, turn completely around and enter facing backwards. That way you can outwit ghosts waiting to ambush you from the sides.*

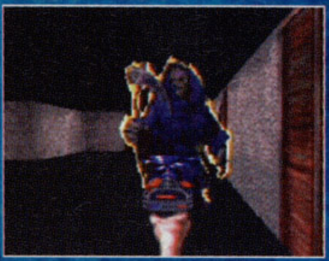
PROTIP: *As you get closer to the piece of the Talisman in every level, power-ups are few and far between. Consider conserving your gun's energy by running instead of fighting.*

Monster Manor's sounds aren't as complex as the graphics, but they succeed at complementing the horrific visual mood. The recycled mix of screams, groans, and disembodied warnings is much like you'd find in a carnival haunted house ride. They're repetitious but chilling. Turn out the lights and you'll be seriously creeped out! Little kids and people prone to nightmares had best stay out of Monster Manor!



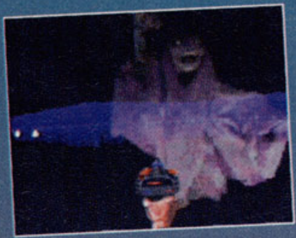
Demonic Dungeon
Health 58
Keys 1
Gun 80
Look For:
Lives 3
Score 52000
Press A for map
C to continue

Status check!

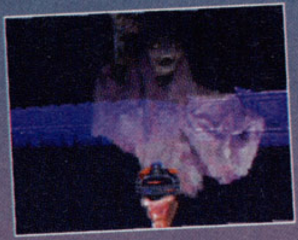


PROTIP: *You must turn Blue Reapers brown to destroy them.*

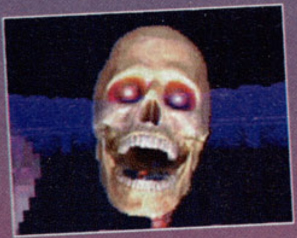
The Monsters Skin You Alive!



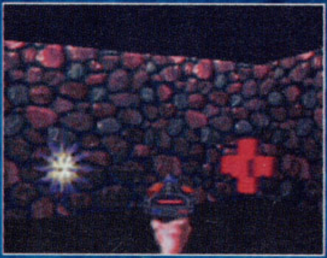
Going...



...going...



...gone!

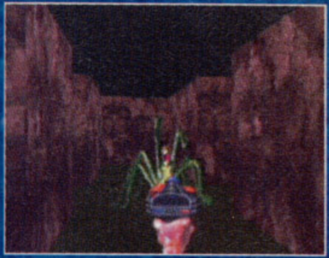


These power-ups are vital to your survival.

A-Haunting You Must Go

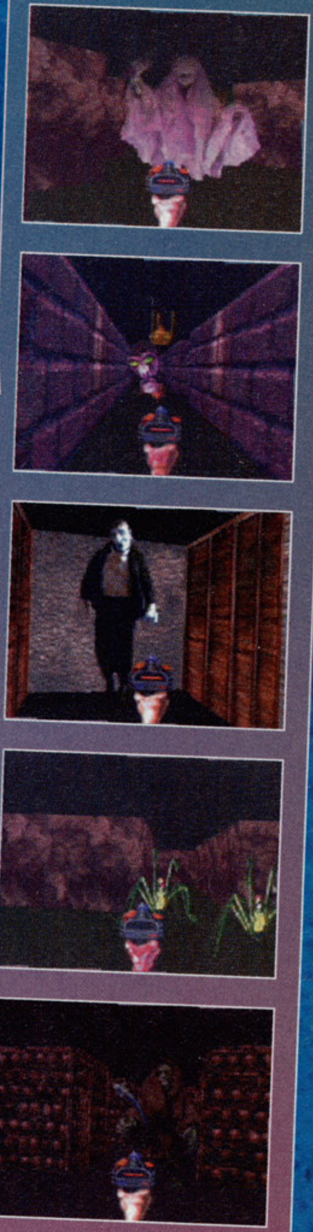
This is ghost-busting fun with a gun. Sure, veteran gamers have been there and done that, but you can't keep a good game concept (or an evil spirit) down. Escape from Monster Manor is bury good! G

I scream, you scream.



PROTIP: *Plaster Spiders when they hop, but watch out for their long-range blasts.*

Paranormal Activity!



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it's either
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By Scary Larry

Dirk, Daphne, and the Dragon. No, it's not an afternoon soap opera, it's Dragon's Lair, the animated arcade game. Now it's been ported over to the 3DO, and it could be a showcase of that machine's capabilities.

High, Low, and Mid-Evil

Dragon's Lair is the story of Dirk and his damsel, Daphne, who's distressed because she's being dissed by a Dragon. The dauntless Dirk, who's daring, dashing, but dim-witted, does everything he can to deliver Daphne from the Dragon's den. Decked out with a deadly sword and some dance-like moves, Dirk dodges danger to deliver Daphne from her demise. The Dragon does not desist, but instead decks Dirk's dangerous drive to the Dragon's den with deadly traps and dastardly demons.

Whew! Say that ten times, and you'll really be ready for Dragon's Lair. This point-and-press adventure is similar to others in this genre, in that you must guide your hero to different points and keep him out of trouble. Not as similar are the text-less, humorous situations that Dirk gets himself into, or the pleasure of playing a well-crafted interactive game. Although sometimes the path before you is lit by an ethereal glow, most times you're on your own figuring a way out of danger and into the Dragon's Lair. It sounds challenging, but Dragon's Lair is actually a bit simplistic.

DRAGON'S LAIR

The real squeeze in this version of the game are the annoying controls. The 3DO version of Dragon's Lair only lets you press the pad in one direction at a time, so forget about stabbing the button to get a response. If you over-press a button, you'll end up feeding the moat-monsters for sure.

A Sight for Sword Eyes

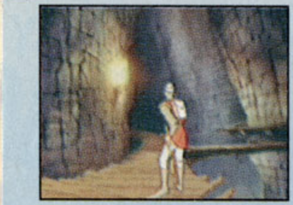
The graphics in this version of Dragon's Lair are super clean, with no flicker, slow down, or loss of animation. Every line around the animated characters is clear and well-defined. The colors leap off the screen and into your living room.

The sounds are awesome, with each grumble, mumble, or exclamation from Dirk coming across loud and clear. There's little music, but there's plenty of other castle calls, like moaning spectres, chattering skulls, and hissing snakes.

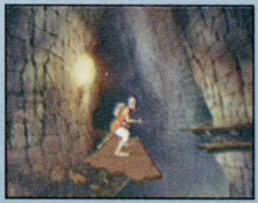
Dragon Your Behind

If you loved this game in the arcade, grab yourself a copy for old time's sake. If you've never seen Dragon's Lair, you'll still enjoy the truly interactive feel of the game. However, like all adventures of this sort, once you've played through, you've played through, so don't expect the adventure to change when you're done. Still, because of frustrating control problems, you may never make it out of the Dragon's Lair anyway.

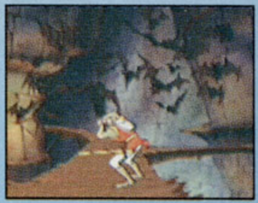
the Crumbling Bridge



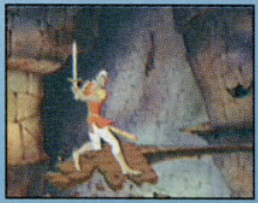
PROTIP: Press Up on the directional pad when you hear the creaking...



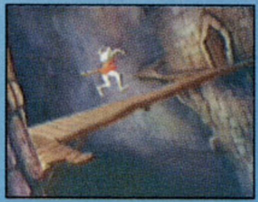
...press Up again to turn the corner...



...when you hear the bats, press Down...



...hit the Sword button to slash at the bats...



...press Right to jump on the bridge and exit the room.

3DO Game ProFile

Dragon's Lair

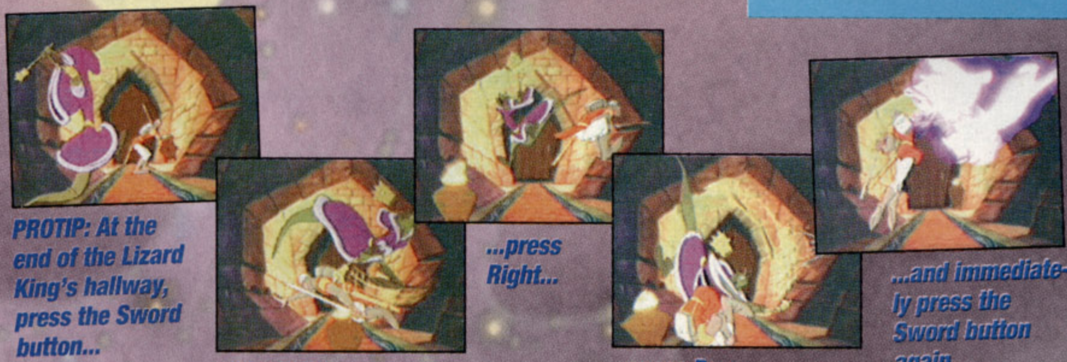
(By ReadySoft)

Sword-swingin', ghoul-slashin' action is here again. This ultra-clean version of the animated Dragon's Lair will delight fans of the arcade classic.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.5	INT. Intermediate

Price not available	1 player
CD	26 rooms
Available March	Varying views
Action/adventure	Unlimited continues

The Lizard King



PROTIP: At the end of the Lizard King's hallway, press the Sword button...

...head left...

...press Right...

...press Down...

...and immediately press the Sword button again.

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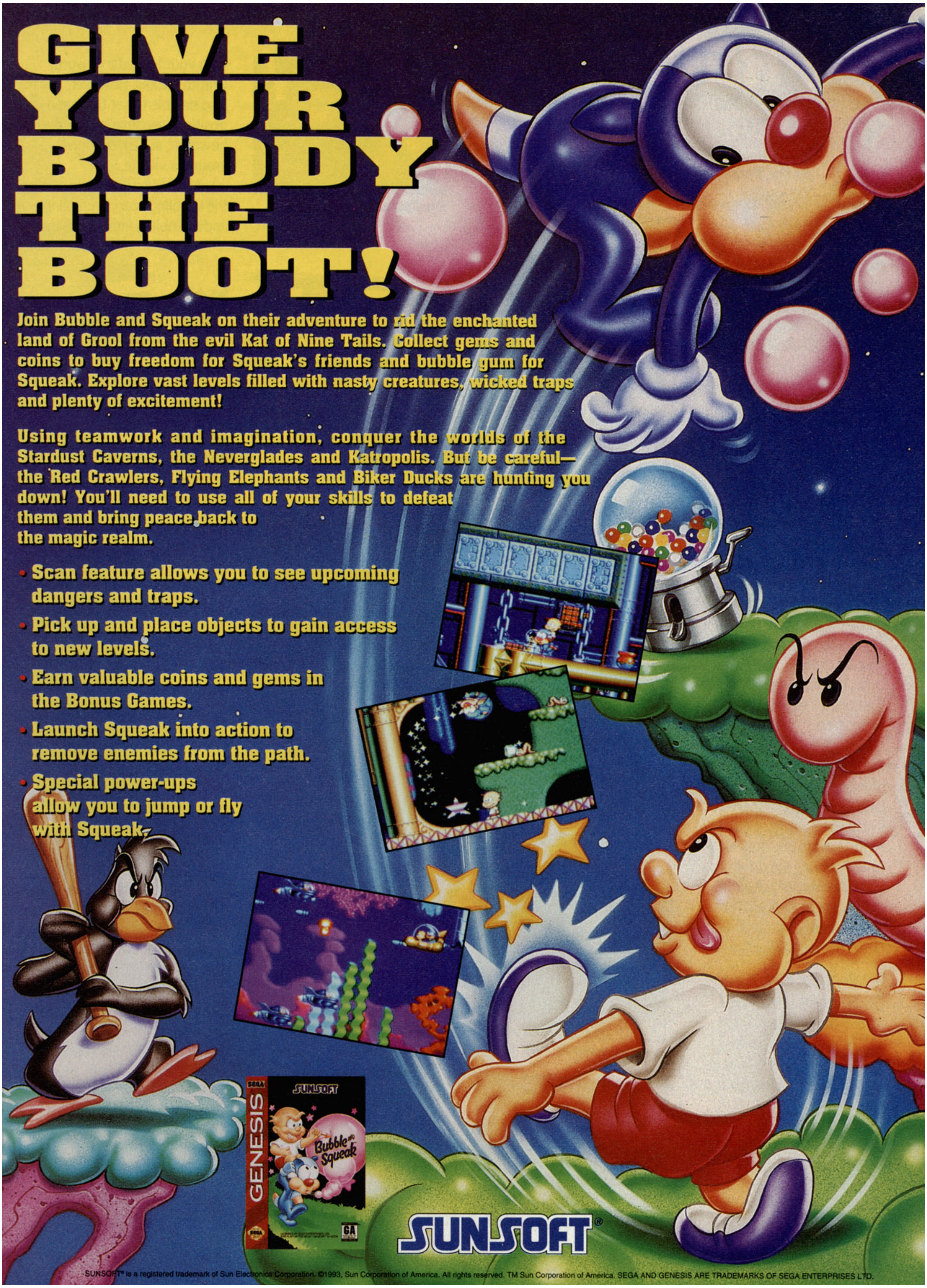
Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.



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By Bro' Buzz

THE HORDE™

Crystal Dynamics began its relatively recent life in Palo Alto, California, and has focused on creating games for 3DO and the 32-bit platforms. Crash 'n' Burn and Total Eclipse (the current 3DO library) will soon be joined by The Horde. Crystal Dynamics' latest production melds Hollywood-style production work with state-of-the-art computer graphics and a wacky sense of humor.

Growing Pains

The Horde will be a sometimes goofy hack-n-slash game set in a funny feudal fantasy setting. The disc features live-action, full-motion sequences interspersed between game play scenes. The star of the video show is the popular *Growing Pains* television actor, Kirk Cameron. Kirk plays Chauncey, a skinny serving boy turned hero.

Using the Heimlich maneuver, Chauncey saves the king of Franzpowacki from choking on a piece of meat (part of an evil scheme by the villainous High Chancellor). Now *Sir* Chauncey has the dubious task of protecting the kingdom from an onslaught of weird, voracious, cunning creatures called Hordlings.

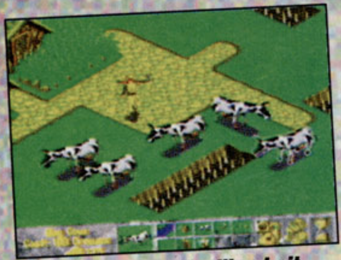
Eating on the Run

The Horde will be a part-action, part-strategy game. The Hordlings eat anything, everything, and everyone in their path. Their favorite foods are cows and people.

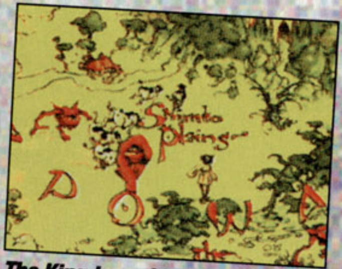
Kirk Cameron plays Chauncey.

As Chauncey, you will basically advance through the disc by protecting various Franzpowacki villages. You'll be able to hack and slash 'em with your legendary sword, Grimthwacker. However, you'll also be able to set traps and position mercenaries, such as bowmen, at key locations around a village.

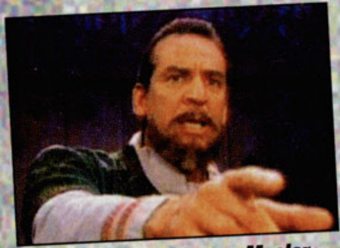
Then, when you issue a call, the Hordlings come rumbling and stumbling into the village. There's no telling where they'll begin their feasting. Hopefully, you've set up the proper defense against them!



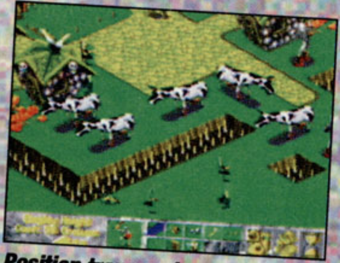
Cows are primo Hordling bait.



The Kingdom of Franzpowacki



High Chancellor Kronus Maelor



Position traps and mercenaries.

Ugly Is Beautiful!

There will be nine types of Hordlings, each with a particular skill and an unusual comic appearance. For example, the Desert Hordlings burrow into the sand with a spiral horn set in the middle of their foreheads. Piranha Hordlings look like heads with feet, but have outrageous fangs.

And Now a Word from the Hordlings

The Horde world, though feudalistic, will have some modern aspects. The people of Franzpowacki, for example, have crystal ball TV sets, and the Hordlings stage hilarious propaganda shows. One Hordling commercial promotes an adopt-a-Hordling program by acting out a typical human family dinner scene...with mannequins, of course, since real humans would immediately become the meal's main course.

The Horde – you might just die laughing.

Creating the fantasy world of the Horde and the Hordlings required an artist's vision as well as a programmer's keyboard handiwork. Here's what three of the key players from the Crystal Dynamics Horde crew have to say about the game.

Michael Provenza

Lead Artist

Background: Mike is the lead artist for The Horde. He hand-drew all the Hordlings and the landscapes in the game.

Provenza: "All the game art, characters, backgrounds, special effects, and game play scenes in The Horde are mine.

"I got some concept drawings before I started, and I was able to model them in a 3D software package. To give each animation personality, I acted out what the Hordlings would look like when they did something. For example, the Shaman is an old dude. I decided he would walk with a gimp. I grabbed a golf club and walked around the office as I imagined that character would. To get the motion of the walk right, I tried to imagine what it would be like to walk with long arms, short legs, a big body, and a big head.

"Then I started animating by hand with the 3D modeling software, Alias and Claymation. It takes about four days to build a character from scratch, animate it, and add texture mapping.

"My favorite Hordling is the Desert Hordling. He's a guy with a big drill on his head. He burrows through the sand in the desert terrain. There's a splash of sand, then he bursts out and hops like a kangaroo. He eats everything in sight, including cows, houses, and villagers. To me, it's one of the nicest-looking Hordlings of them all."

Cyrus Lum

Computer Graphics Artist

Background: Cy, one of the early Crystal Dynamics staffers, created special computer-generated Hordling scenes, including the TV sequences between the game play scenes and the live-action video.

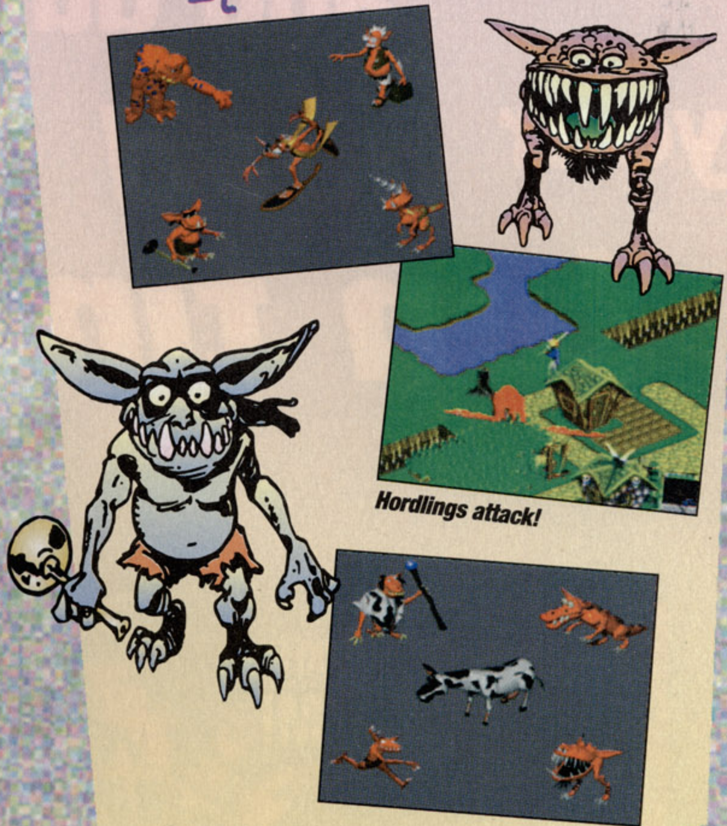
Lum: "A lot of my work involved using high-end computer systems – Silicon Graphics computers and the high-end animation programs, such as Alias Power Animator – to create segue sequences between levels. This system is pretty much the same setup as Industrial Light and Magic used to create the dinosaurs in Jurassic Park, the T-1000 in Terminator 2, and the water-spout being in The Abyss.

"Among other things, you can see my work in the Hordling TV sequences, which they use to propagandize people. For example, they stage a phoney interview with a Hordling who's been torched by the evil Chauncey and his flamethrower. Chauncey actually uses the flamethrower to protect his village from the Hordlings.

"I'm also working on a surprise animation, which is a little more intense than the rest of the game. A monstrous Hordling-type thing will interact with Kirk Cameron by cutting back and forth between computer-generated stuff and live-action stuff, so it looks like it's a seamless live movie!

"You see, the technology's so great we can visualize anything we want. The next round of games will be totally nuts!"

Hordlings!



Hordlings attack!

Kirk Cameron

Actor

Background: Kirk plays "Chauncey" during the live acting sequences of The Horde. He's probably best-known as Mike Seaver from TV's *Growing Pains.*

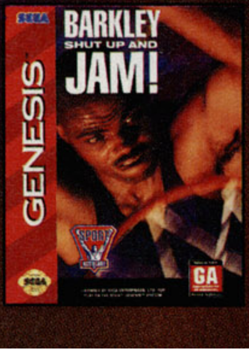
Cameron: "What I had to offer the game that was unique and special was what I do professionally: my acting. Because creating a game this way is a new process and a new experience for the directors, the technicians, and the actors, I think everyone was wondering how The Horde was going to turn out. It was very much like shooting a movie, but we did it in two days as opposed to three months, so we had to work very fast.

"Chauncey starts out as a young, naive, almost cowardly, boy. It's great to see him evolve into a brave, courageous, noble knight and do something good for the kingdom. Success in the game comes from planning strategy and hard work to get your village to thrive – not just ridding the land of the nasty little Hordlings. As you succeed, Chauncey's sense of himself gets better and better. While we were working on the game, it was neat to know that kids would get a sense of that. I definitely want to work on another game."

This photo *ain't* blurry.

It's just *how you're* gonna *see me*

after I knock your sorry **self** *to the blacktop* and dunk on your *head* *ten times.*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1 Atari Jaguar
2 Duo
3 Game Boy
4 Game Gear
5 Lynx
6 Neo•Geo
7 Panasonic REAL 3DO Multiplayer
8 Sega CD
9 Sega Genesis
10 Super Nintendo

BEST ACTION/ADVENTURE GAME
1 Aladdin (Genesis)
2 Alien 3 (SNES)
3 Flashback (Genesis)
4 Kirby's Adventure (NES)
5 Mega Man X (SNES)
6 Rabbit Rampage (SNES)
7 Sonic CD (Sega CD)
8 Super Empire Strikes Back (SNES)
9 Super Mario All-Stars (SNES)
10 Super Metroid (SNES)
11 ToeJam & Earl: Panic on Funkotron (Genesis)
12 Jurassic Park (Genesis)

BEST ROLE-PLAYING GAME
1 Equinox (SNES)
2 Landstalker (Genesis)
3 Lufia (SNES)
4 Lunar (Sega CD)
5 Paladin's Quest (SNES)
6 Rise of the Dragon (Sega CD)
7 Secret of Mana (SNES)
8 Shadowrun (SNES)
9 The Legend of Zelda: A Link to the Past (Game Boy)
10 Young Merlin (SNES)

BEST SPORTS
1 Boxing Legends of the Ring (Genesis)
2 Boxing Legends of the Ring (SNES)
3 FIFA Soccer (Genesis)
4 Madden NFL '94 (Genesis)
5 Madden NFL '94 (SNES)
6 Mutant League Football (Genesis)
7 NBA Jam (Genesis)
8 NBA Jam (SNES)
9 NFL '94 Starring Joe Montana (Genesis)
10 NHL Hockey '94 (Genesis)
11 NHL Hockey '94 (SNES)
12 NHL Hockey '94 (Sega CD)
13 Nigell Mansell's World Championship (SNES)
14 Prize Fighter (Sega CD)
15 Virtua Racing (Genesis)
16 World Series Baseball (Genesis)

BEST SHOOTER
1 CyberMorph (Jaguar)
2 Lethal Enforcers (Genesis)
3 Lightening Force (Genesis)
4 Lords of Thunder (Duo)
5 Silpheed (Sega CD)
6 StarFox (SNES)
7 Total Eclipse (3DO)
8 Trevor McFur in the Crescent Galaxy (Jaguar)

BEST HEAD-TO-HEAD FIGHTING GAME
1 ClayFighter (SNES)
2 Eternal Champions (Genesis)
3 Fatal Fury 2 (SNES)
4 Fatal Fury Special (Neo•Geo)
5 Mortal Kombat (Genesis)
6 Mortal Kombat (SNES)
7 Samurai Shodown (arcade Neo•Geo)
8 Street Fighter II' Turbo (SNES)
9 TMNT Tournament Fighters (Genesis)
10 TMNT Tournament Fighters (SNES)
11 World Heroes 2 (Neo•Geo)

BEST STRATEGY/PUZZLE GAME
1 Bomberman '93 (Duo)
2 Dr. Robotnik's Mean Bean Machine (Genesis)
3 Dune (Genesis)
4 Dune (Sega CD)
5 Metal Marines (SNES)
6 PacAttack (SNES)
7 SimAnt (SNES)
8 Super Bomberman (SNES)
9 Tetris 2 (NES)
10 Yoshi's Cookie (SNES)

BEST EDUCATIONAL GAME
1 Barney's Hide & Seek (Genesis)
2 Carmen Sandiego (SNES)
3 Mario is Missing (SNES)
4 Mario's Time Machine (SNES)
5 My Paint (Sega CD)
6 SimAnt (SNES)
7 SimEarth (SNES)

BEST VEHICLE SIMULATION
1 Top Gear 2 (SNES)
2 Turn 'N' Burn 2 (SNES)
3 Jungle Strike (Genesis)
4 Wing Commander II (SNES)
5 Nigel Mansell Racing (SNES)

BEST MOVIE ADAPTATION
1 Aladdin (Genesis)
2 Aladdin (SNES)
3 Alien 3 (SNES)
4 Dune (Sega CD)
5 Jurassic Park (Genesis)
6 Jurassic Park (Sega CD)
7 Jurassic Park (SNES)
8 Lawnmower Man (SNES)
9 Super Empire Strikes Back (SNES)
10 T2: Judgement Day (SNES)
11 T2: The Arcade Game (SNES)

BEST GRAPHICS
1 ClayFighter (SNES)
2 Crash 'N' Burn (3DO)
3 Flashback (Genesis)
4 Flashback (SNES)
5 Aladdin (Genesis)
6 Mortal Kombat (SNES)
7 Night Trap (Sega CD)
8 Rabbit Rampage (SNES)
9 Samurai Shodown (arcade Neo•Geo)
10 Silpheed (Sega CD)
11 Sonic CD (Sega CD)
12 Street Fighter II' Turbo (SNES)
13 Super Empire Strikes Back (SNES)

BEST SOUND ACHIEVEMENT
1 ActRaiser 2 (SNES)
2 Aladdin (Genesis)
3 Mortal Kombat (SNES)
4 NHL Hockey CD (Sega CD)
5 Shinobi III (Genesis)
6 ClayFighter (SNES)
7 Street Fighter II' Turbo (SNES)
8 Super Empire Strikes Back (SNES)
9 ToeJam & Earl: Panic on Funkotron (Genesis)

BEST OVERALL GAME
1 Aladdin (Genesis)
2 Alien 3 (SNES)
3 ClayFighter (SNES)
4 Jurassic Park (Genesis)
5 Mega Man X (SNES)
6 Mortal Kombat (Genesis)
7 Mortal Kombat (SNES)
8 NHL Hockey '94 (Genesis)
9 NHL Hockey '94 (SNES)
10 Samurai Shodown (arcade Neo•Geo)
11 Secret of Mana (SNES)
12 StarFox (SNES)
13 Street Fighter II' Turbo (SNES)
14 Super Bomberman (SNES)
15 Super Empire Strikes Back (SNES)
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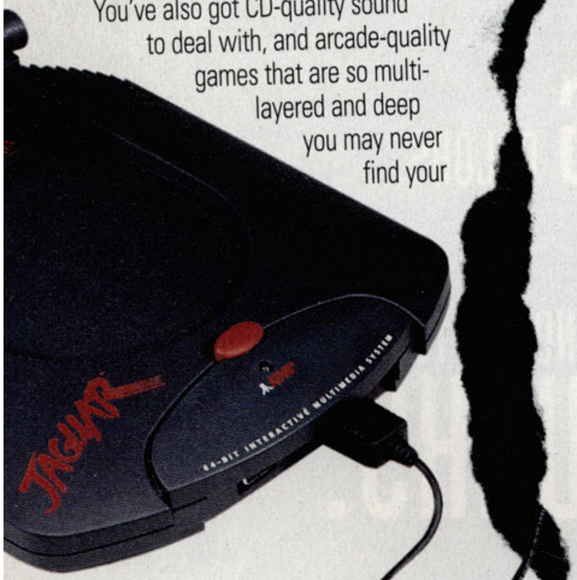

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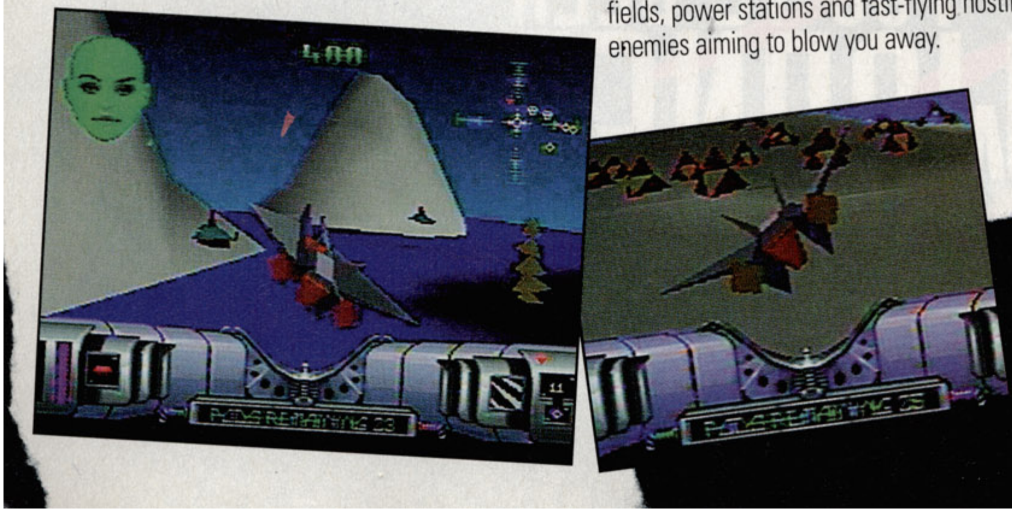

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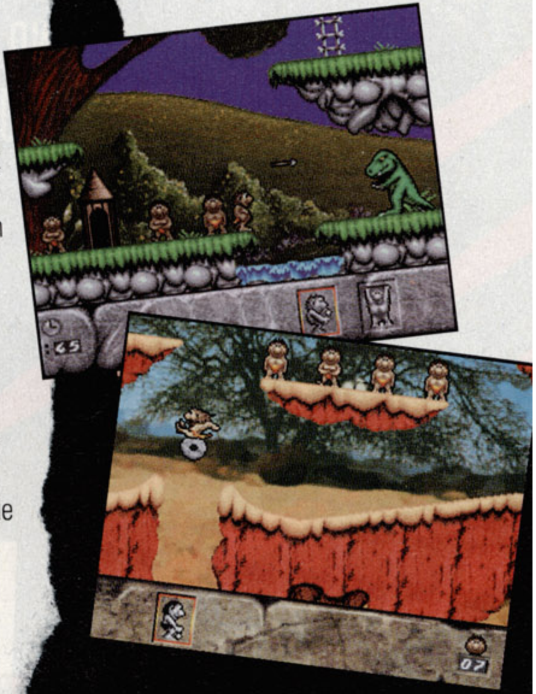
Evolve or die, dude.



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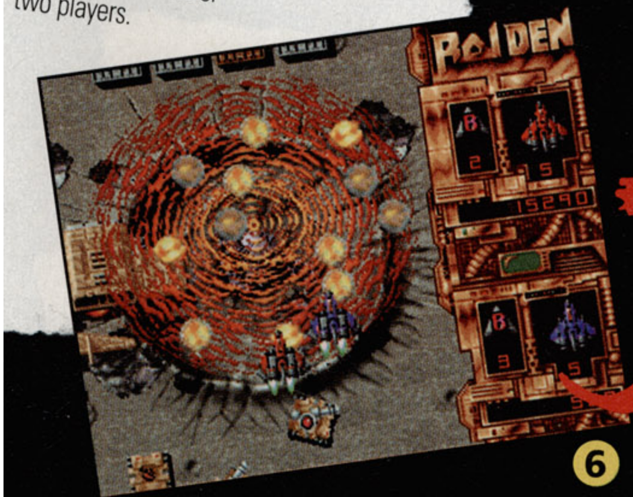

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Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.

JAGUAR™

6 4 - B I T GET BIT.

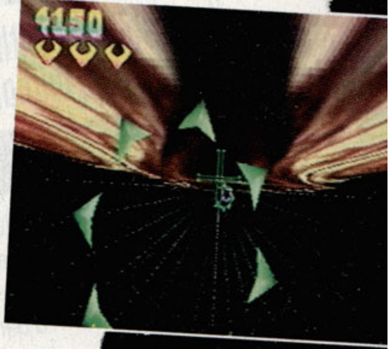
INTERACTIVE MULTIMEDIA SYSTEM

COMING SOON FOR JAGUAR.

"CES Game of the Show"
–Electronic Games

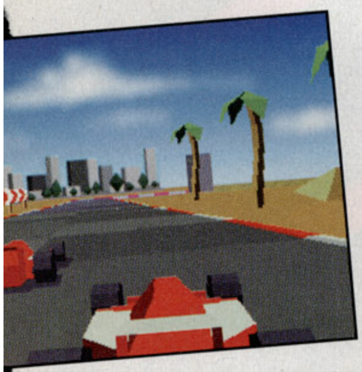
TEMPEST 2000™

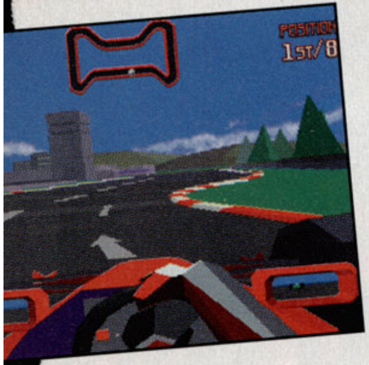
Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.



CHECKERED FLAG II™

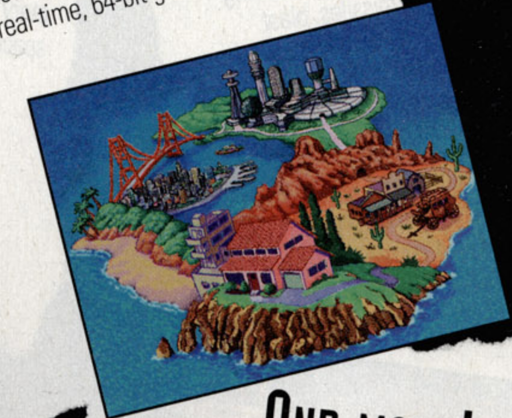
Jaguar hits its peak with real-time, 3-D action in this sweaty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.





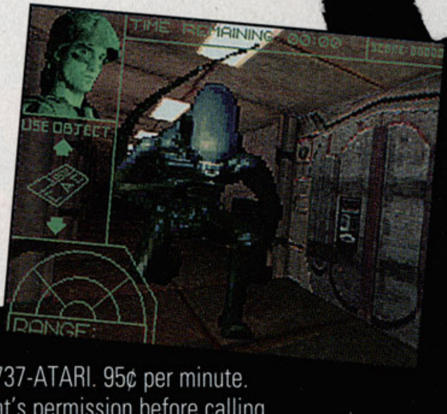
CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.



ALIEN VS. PREDATOR™

This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien; the Predator, with sophisticated weaponry and infrared night vision; or the Marine Corporal armed with piles of ammo and superior military combat computer skills.



AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute.
If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required. USA only.

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MADE IN THE USA

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VIVA LAS VEGAS

THE BEST OF C.E.S.

(CONSUMER ELECTRONICS SHOW)

The GamePros Pick the Best Games of the Winter Consumer Electronics Show:

Best of Each System

Quick Hits

Hardware & Peripherals

Plus:
A First Look at Beavis and Butt-Head for the Genesis!

Inside:

- Super Metroid
- Tomcat Alley
- Tempest 2000
- Virtua Racing
- Shock Wave
- The Seventh Guest
- Disney's Aladdin for the Game Gear
- Wario Land for the Game Boy

CES SHOWSTOPPERS

By The GamePros

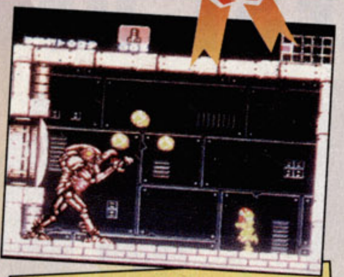
The Winter Consumer Electronics Show filled Las Vegas with more than 80,000 wild-eyed attendees, 2000 exhibiting companies, and hundreds of new games. *GamePro* has already reviewed NBA Jam, Sonic 3, and some of the other choice games that dominated the show, so we played, analyzed, and compared everything else to bring you this list of the best games that we haven't reviewed yet.

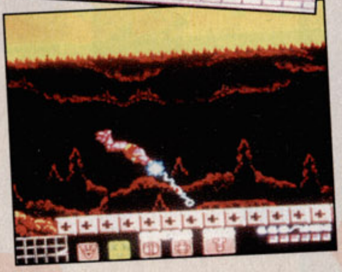
When you've seen enough of the hot new carts and CDs, check out the special CES Lab Report at the end of this section for an early look at some must-see power peripherals.

For a glimpse of the best sports games from the show, turn to The Sports Page. The top RPGs are covered in Role-Player's Realm. And for the hottest CES news, see ProNews. But read on for the best of the rest!

Best SNES

Super Metroid





Super Metroid delivers what every Samus enthusiast hoped for – a colossal 24-meg SNES cart packed with the techniques and action that made its eight-bit predecessor a classic. A lengthy opening cinematic sequence ties Super into the NES and GB chapters. Apparently a hatchling Metroid from SR-389 escaped and has recolonized the planet. At first you'll think the game is *déjà vu,* but then you discover that the old area is just the iceberg tip of a huge new terrain filled with new objects, and new, full-screen Metroid monstrosities.

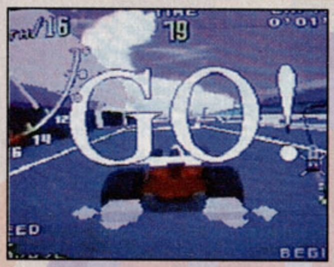
Samus has a full array of new and old moves. She can now shoot diagonally, dash, and swap more efficiently between weapons using the SNES controller's greater button capacity. New techniques, such as operating the Ice and Wave Beams simultaneously, add excitement to the game. The size is purported to be five times that of the eight-bit version, which would place SM as the biggest platform game of all time!

By Nintendo
Available April

SUPER METROID

Best Genesis

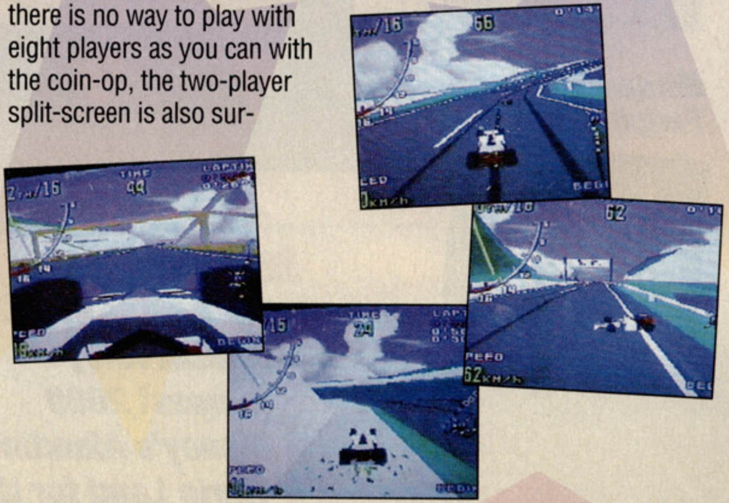
Virtua Racing



Sega's System 32 arcade driving masterpiece, Virtua Racing, has finally been crammed into a Genesis cart. While obviously a great deal of graphic clarity, detail, and color was lost, the game play is stunningly faithful to the coin-op. Utilizing the six-button controller, VR offers all the features of the arcade, including four viewing perspectives and manual or automatic control. Most of the landscaping, breathtaking views, and announcer voices (if a bit grainy) are translated. Although there is no way to play with eight players as you can with the coin-op, the two-player split-screen is also surprisingly well-executed. You can even shift perspectives in the two-player game!

Virtua represents a major jump in technology for the Genesis. The cart's lightning-fast polygon movement is powered by a new DSP chip, dubbed the SVP (Sega Virtua Processor). The SVP isn't just marketing hype like last year's Blast Processing; this puppy really moves the game with no system choke, flicker, or slowdown! (See ProNews for more details on SVP.) Although Virtua Racing's one downfall might be that only three courses can fit on the cart, this is the best version you'll see until Sega's mystery 32-bit home system leaves orbit.

By Sega
Available June



Best Sega CD

Tomcat Alley

It's no surprise that the Sega CD's going supersonic, but Tomcat Alley has nothing to do with fast-moving rodentia, and everything to do with high-flying aerial combat. The F-14X Tomcat is the Navy's most lethal interceptor, and this CD uses actual flight footage, full-screen video, and real actors to put you into the cockpit. As the Radar Intercept Officer, you'll actually take a backseat to the action, but you'll be busy manning the weapons, defensive systems, the navigation computer, and the radio.

The demo at CES was stunning. It still had that grainy Sega CD look and feel, but you actually felt like you were flying inside the Tomcat. You fight through seven missions against Alexi Povich (no relation to Maury), a renegade Russian jet ace. You must track the bad dude, fire weapons, and stay in communication with your wingman during neck-breaking 360-degree aerial maneuvers. Make even a minor mistake against the Red and you're dead! Tomcat Alley is directed by Sam Nicholson, whose credits as a director of visual effects photography include *Ghostbusters* and *Star Trek: The Motion Picture*. Players with weak stomachs had best be prepared to break out the air sick bags.

By Sega
Available March

Best 3DO

Shock Wave: Invasion Earth 2019

Wow! At first it was hard to tell if this was a science-fiction movie or a game! In fact, Electronic Arts claims that playing Shock Wave will be like starring in a Hollywood sci-fi flick, and they're not far off. From the cockpit of the F-177 fighter, you fly over texture-mapped landscapes created from custom aerial photography, fighting alien spacecraft rendered with real-time 3D graphics. Blue-screened actors work against photographic images and computer-generated true-color artwork. The sounds and music are CD-quality stereo with Dolby Surround Sound. EA even plans to issue a full-motion video version that'll use the soon-to-come Panasonic 3DO MPEG cartridge to produce VHS-quality pix at 30 frames per second!

Yes, there's a story line, and it's cool. In the year 2019, Earth is suddenly bombarded from space by a murderous, unknown alien race. You're a rookie pilot aboard the UNS *Omaha*, the world's first outer space aircraft carrier. The fate of the world is in your hands, the way any starfighting gamer should want it. Shock Wave looks and sounds like it's going to be out of this world, but the proof will be in the playing.

By Electronic Arts
Available Spring '94

Best CD-I

The Seventh Guest

The Seventh Guest is on a quest to prove that a great game is a great game no matter what the platform. This version looks like it will stay true to the popular PC game. It's an interactive mystery in which you join five other characters who are trying to make sense of the frightening events at an evil toy-maker's mansion. Who's the seventh guest?

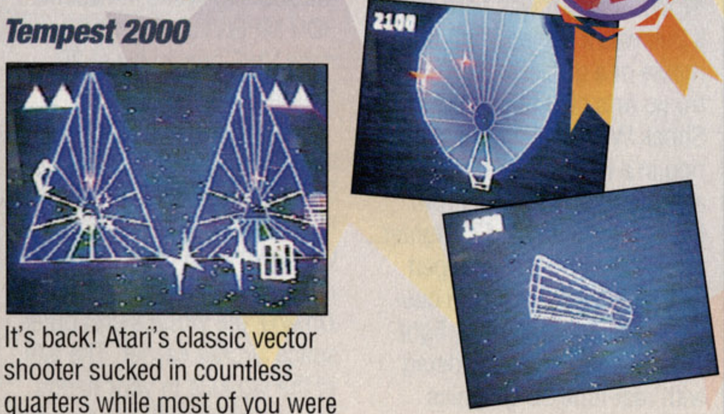
The first-person-perspective game play will lead you past great-looking three-dimensional graphics mixed with live-action video, which features some frightening surprises.

By Virgin
Available Spring '94

CES SHOWSTOPPERS

Best Jaguar

Tempest 2000

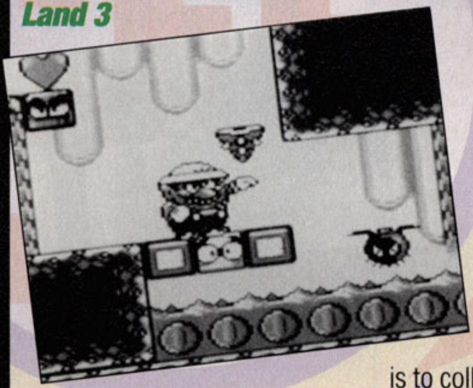


It's back! Atari's classic vector shooter sucked in countless quarters while most of you were still sucking pacifiers. This cart is nearly a carbon copy of the original, minus the cool spin controller. You get four modes: Original, Plus, 2000, and Duel. New features and options include two-player cooperative action and snazzy 3D warping colors and background effects that will make you think you're hallucinating. Not only that, this game is just a lot of fun and plays very smoothly for a point-shooting game.

By Atari
Available March

Best Game Boy

Wario Land: Super Mario Land 3

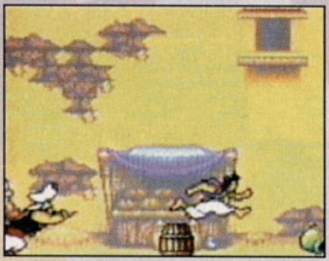


Wario, Mario's evil nemesis, is fed up with being the bad guy. Now he's got a game all his own for the Game Boy. Using the engine that powered Super Mario Land 2 to huge success, this cart introduces a new slew of techniques and power-up items. Wario collects a variety of hats to attack, fly, and explore. The objective is to collect big bucks, and there are different endings depending on how much money you snag. Wario can even retire in luxury on his own island!

By Nintendo
Available Now

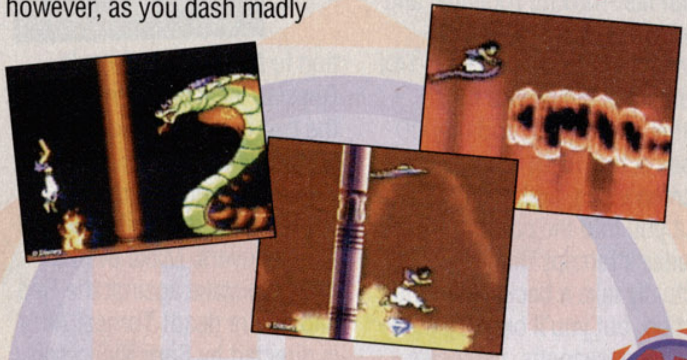
Best Game Gear

Disney's Aladdin



This award-winning title again takes its story from the hit animated film. There are more side-scrolling run-n-jump sequences on the Game Gear than there were on the Genesis, however, as you dash madly through the streets of Agrabah and across rooftops to the Cave of Wonders and a Magic Carpet ride. Look for new adventures inside the Tiger God and the Palace in your search for Princess Jasmine. Gorgeous background graphics and detailed, quick-moving sprites make this a magical adventure, indeed.

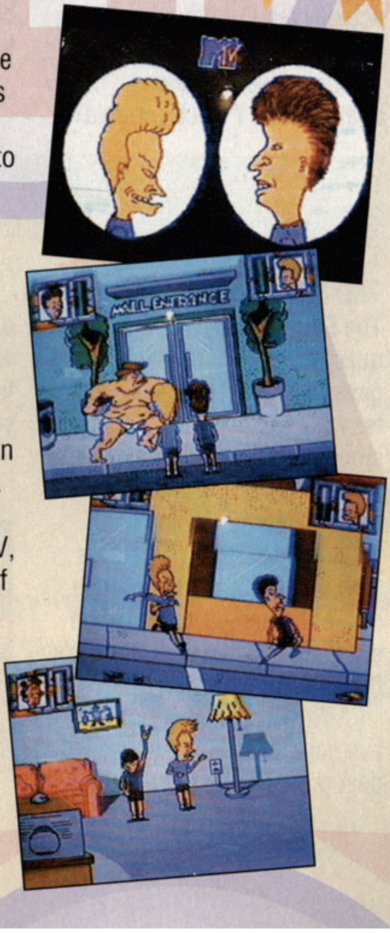
By Sega
Available May



The Best of the Rest

Beavis and Butt-Head

Genesis

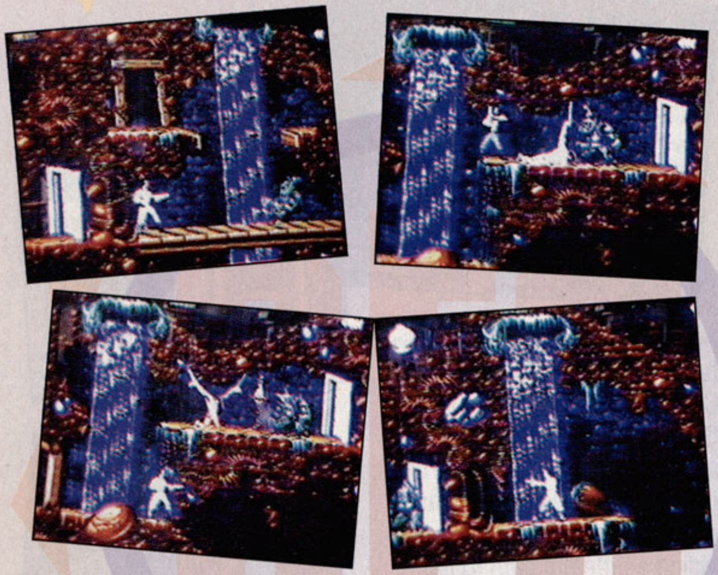


Huhhuh...huhhuh. Playing the Beavis and Butt-Head game is cool. It seems that the headbangers had a pair of tickets to a rock concert, but the tix were chewed by the neighbor's dog and spread all over town. B&B have to find the pieces and in some cases determine how to get them in hand. True to the TV show characters, the video game characters have attention-span meters instead of health bars. The game is being developed in close conjunction with MTV, and it will feature the music of B&B's favorite band, Guar.

By Viacom New Media
Available Third Quarter '94

The Best of the Rest

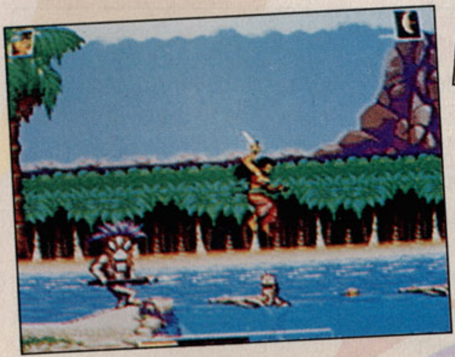
Blackthorne **SNES**

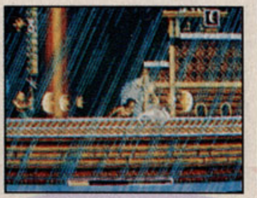


Fantasy, science fiction, action, and adventure all collide in this exciting new SNES game. You play as Prince Blackthorne, who battles against the ugly, monstrous army of the evil Sarlac. During the long fight you must find the missing pieces of the Lifestone, which have been scattered over Planet Tuul. Your only weapons are your cunning, your quickness, and your mean shotgun, which you can even fire behind you with one hand. Excellent rotoscoping and clear digitized sounds make the four imaginative Worlds of this run-n-gun thriller come to life.

By Interplay
Available Second Quarter '94

Pirates of Dark Water **Genesis**





Watch the Hanna-Barbera cartoon come to life through vivid battles, awesome graphics, and detailed animation. You can choose any of the three warriors – Ioz, Tula, or Ren – and take them up against Bloth and his band of evil pirates on the planet Mer. You'll need to survive more than 30 levels of mayhem in a variety of lands, facing enemies that wield swords, nets, axes, and bows and arrows. Pirates of Dark Water was developed by Iguana Entertainment, and it looks like a lot of fun.

By Sunsoft
Available Now

Death and Return of Superman **SNES**

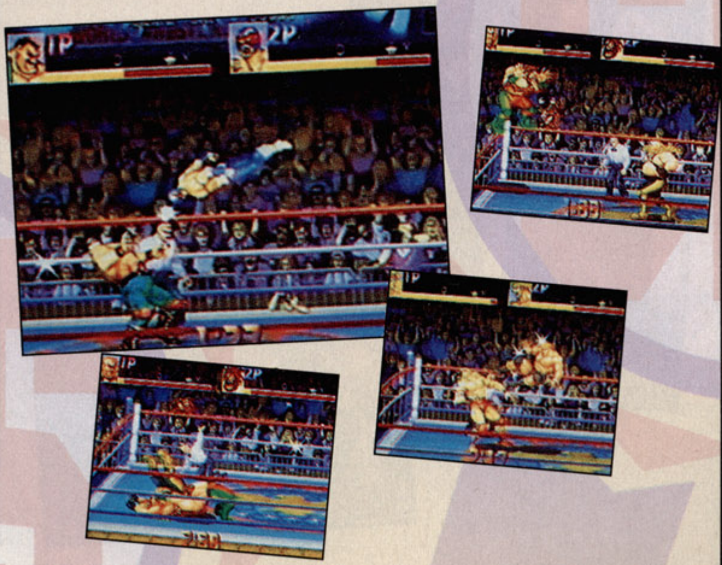
Following the whirlwind media blitz of Superman's death and revival in the pages of DC Comics, Sunsoft introduces the Man of Steel in a very different and creative role. DAROS tracks Superman as he dies at the hands of Doomsday, and then four new characters, each claiming to be Superman, appear on the scene. You play as Eradicator, Superboy, Man of Steel, and a Cyborg, each with unique moves and personality, as you try to uncover Super's true identity. The game play is Final Fight-ish, but amazingly there are combos! Try stunning with an X-Ray, then coming in with a three-hitter.

By Sunsoft
Available Summer '94

Saturday Night Slam Masters **SNES**

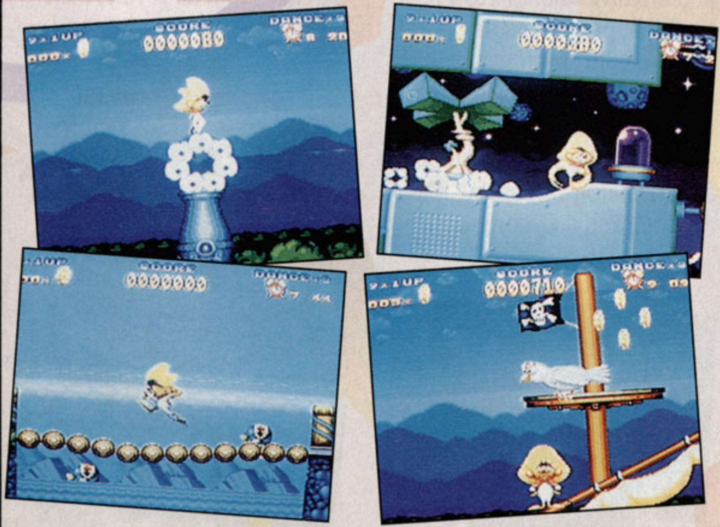
Tonight's match-up: Capcom Japan R&D versus the SNES system's slow processor. Will this game be four-player simul without any slowdown, flicker, or processor choke? Will the graphics not be as scrunched-up-looking as they were at CES? Will this version incorporate features from the new Slam Masters DUO (Champion Edition) arcade game? Will Scorpion and Haggar go for the gold, or will the Biff Bros. bash you with the super sauce? We can't wait to find out!

By Capcom
Available April



The Best of the Rest

Speedy Gonzalez **SNES**

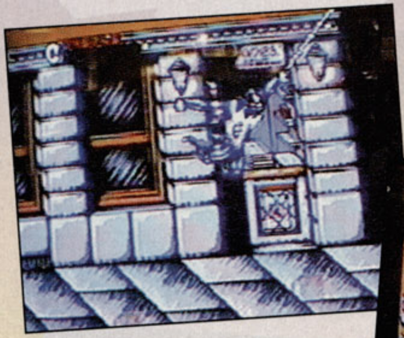


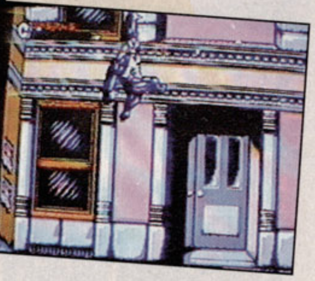
You thought that this popular cartoon mouse was speedy when he raced and jumped through last year's acclaimed Game Boy game? Wait'll you check him out in this eight-meg Super Nintendo version! In *Los Gatos Banditos*, our sombreroed hero zips along through some 16 extensive levels of side-view, multi-scrolling adventures to become one of the fastest critters on two feet. Each main level has three sub-levels of run-n-jump, hop-n-bop action. This one-player game may give you the option of choosing either English or Spanish text.

By Sunsoft
Available April

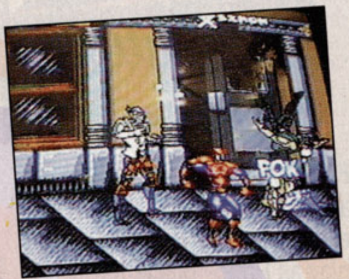
Spider-Man/Venom: Maximum Carnage

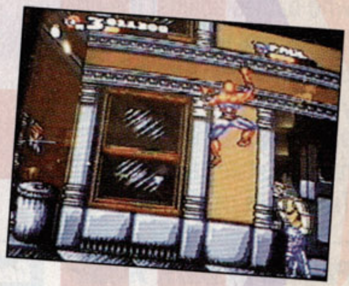
SNES
Genesis





Acclaim continues its successful partnership with Marvel Comics, this time teaming Spidey and Venom in a battle against bad-guy Carnage. The player can choose to fight as either superhero, each one providing a different path to the finish and thus offering diversity in game play. Other Marvel characters make an appearance during the game, such as Black Cat, Captain America, and Death Lok. The action follows a recent 14-part comic series, and coincides with the introduction of a new Spider-Man animated TV series. (The first two screens shown are SNES. The second two screens shown are Genesis.)



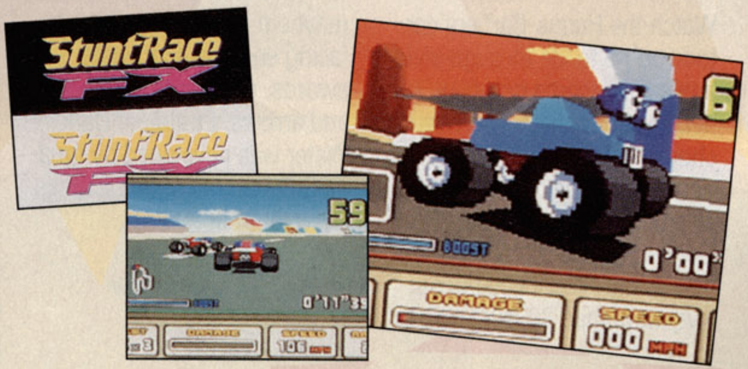


SNES by LJN
Genesis by Flying Edge
Both Available August

Stunt Race FX **SNES**

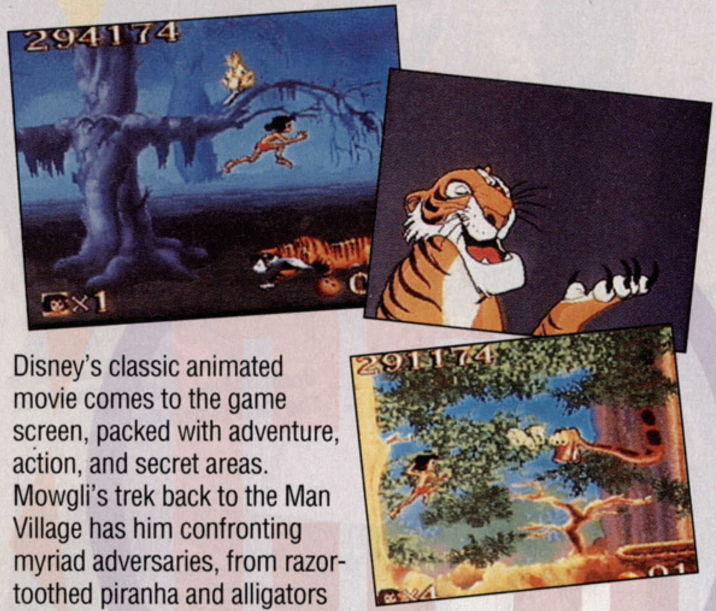
The pokey, chunky, disappointing game from June's CES has been transformed into a fun polygon-based driver from Dr. Miyamoto, the designer of Mario and Zelda. Incorporating the revised Super FX 2 chip, the game plays reasonably fast and features a variety of vehicles to choose from and tracks to play. The two-player split-screen mode works well. You can even go into Stunt mode and pull big jumps, wheelies, and other wacky maneuvers.

By Nintendo
Available March



The Best of the Rest

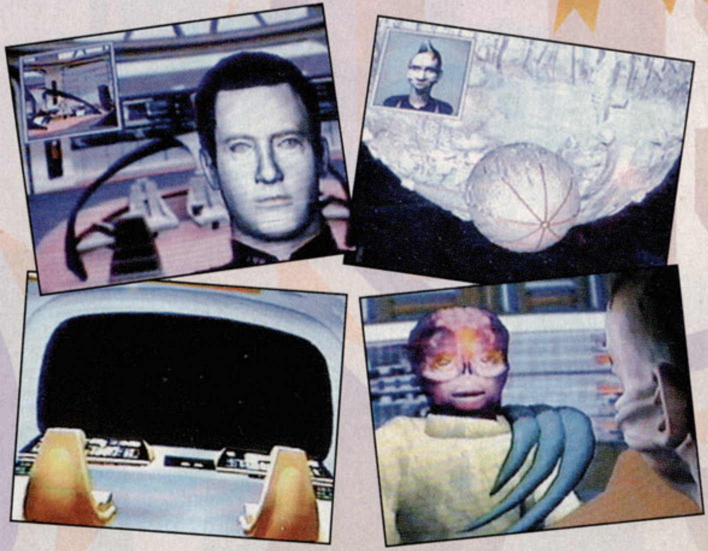
Jungle Book **SNES** **Genesis**



Disney's classic animated movie comes to the game screen, packed with adventure, action, and secret areas. Mowgli's trek back to the Man Village has him confronting myriad adversaries, from razor-toothed piranha and alligators to attacking apes and Shere Khan himself. Other scenes feature swinging vines and treacherous platforms that serve as Mowgli's jungle highway. He has boomerang bananas as a way to fend off foes. In a flowing river scene, Mowgli can get help from his bear pal, Baloo. Jungle Book also features two tunes re-created from the movie. (SNES screens shown here.)

By Virgin
Available July

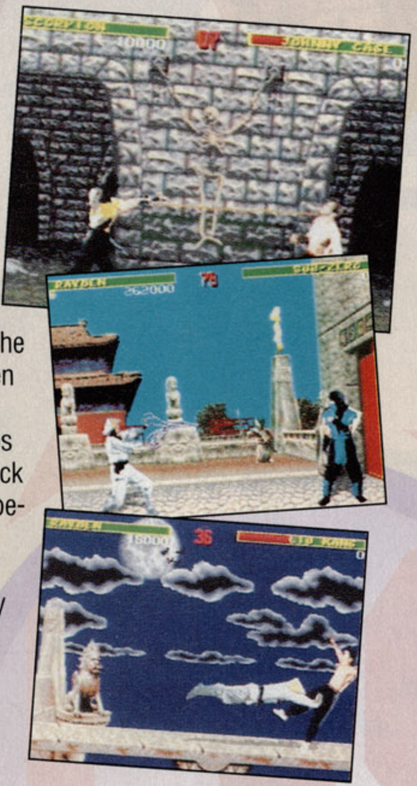
Star Trek: The Next Generation **3DO**



While Spectrum's SNES and Sega's Genesis versions of TNG should be beaming up to stores any day now, the 3DO version is a long way off – but it looks promising. The game will de-emphasize action in favor of a complex story and great graphics. You control the bridge, interact with strange new races and worlds, and engage opponents in a first-person battle sequence. No promises, but plans call for Stewart, Spiner, Dorn, and the entire cast to record their voices for the characters!

By Spectrum HoloByte
Available Summer '94

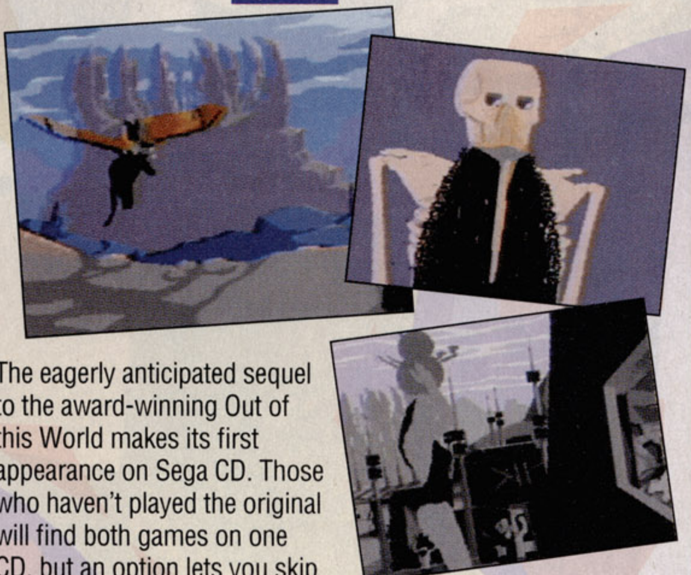
Mortal Kombat **Sega CD**



If you can tear yourself away from MK II at the arcades, you should give MK CD a spin. This should be called MK I Director's Cut, as it restores all the missing character animations, some of the color and background detail, and supposedly all of the original coin-op music and voices dumped straight off the motherboard. The game even moves faster and includes some awesome new combos such as Scorpion's Jump Kick into the VanDam Spear. Hopefully the CD won't have too much access time or have voice clarity problems – stay tuned for a review.

By Arena
Available March

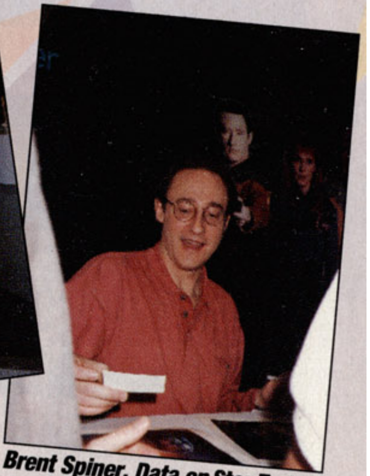
Heart of the Alien: Out of this World Part II **Sega CD**



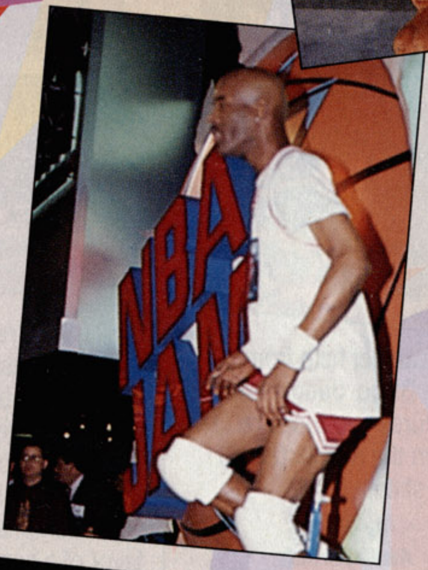
The eagerly anticipated sequel to the award-winning Out of this World makes its first appearance on Sega CD. Those who haven't played the original will find both games on one CD, but an option lets you skip right to the second adventure. Heart of the Alien features a shift of main characters from Lester to his alien friend, Buddy, who must find and rescue the residents of his home village who have been kidnapped. The rotoscoped graphics and blazing laser fire still prevail, though Buddy's only weapon is a snappy whip.

By Virgin
Available Now

CES
SHOWSTOPPERS



Brent Spiner, Data on Star Trek: The Next Generation



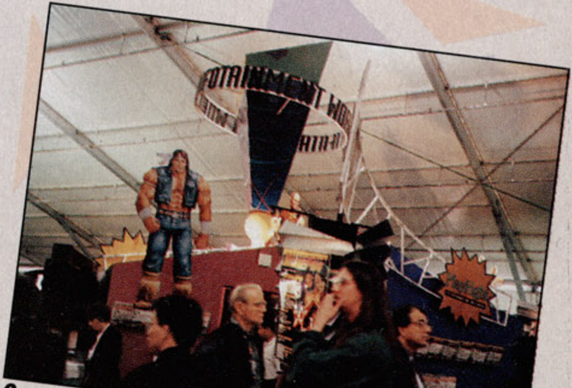
SONIC 3
HEDGEHOG

BEAVIS AND BUTT-HEAD

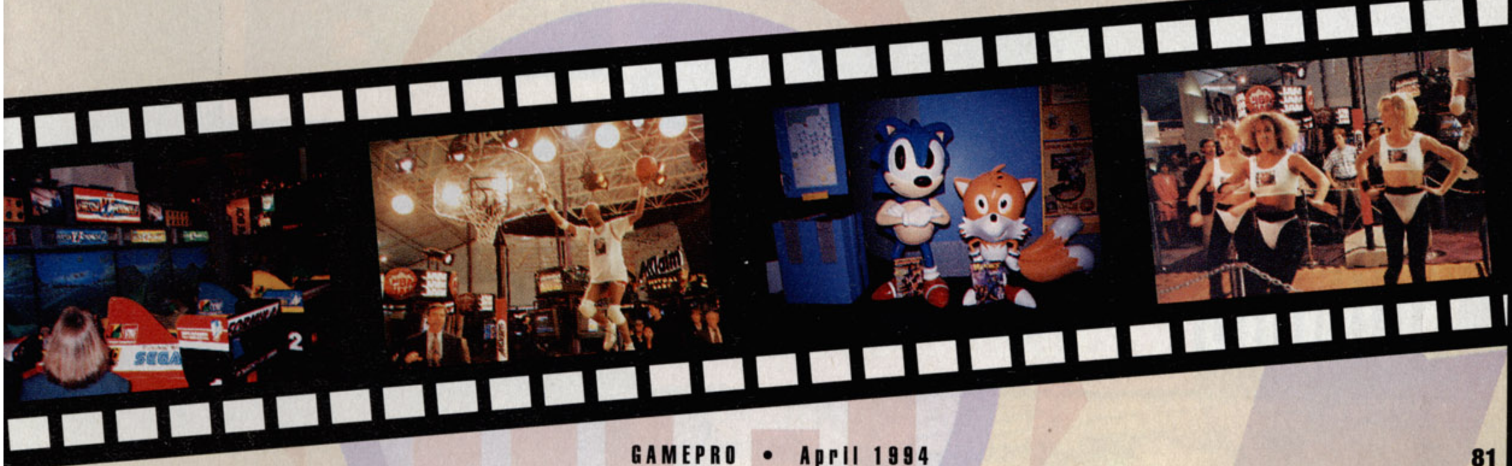
SUPER NINTENDO

GamePro's Cindy Penrose likes her men Mega-size!

Chun Li and Cammy make a Scary Larry sandwich!

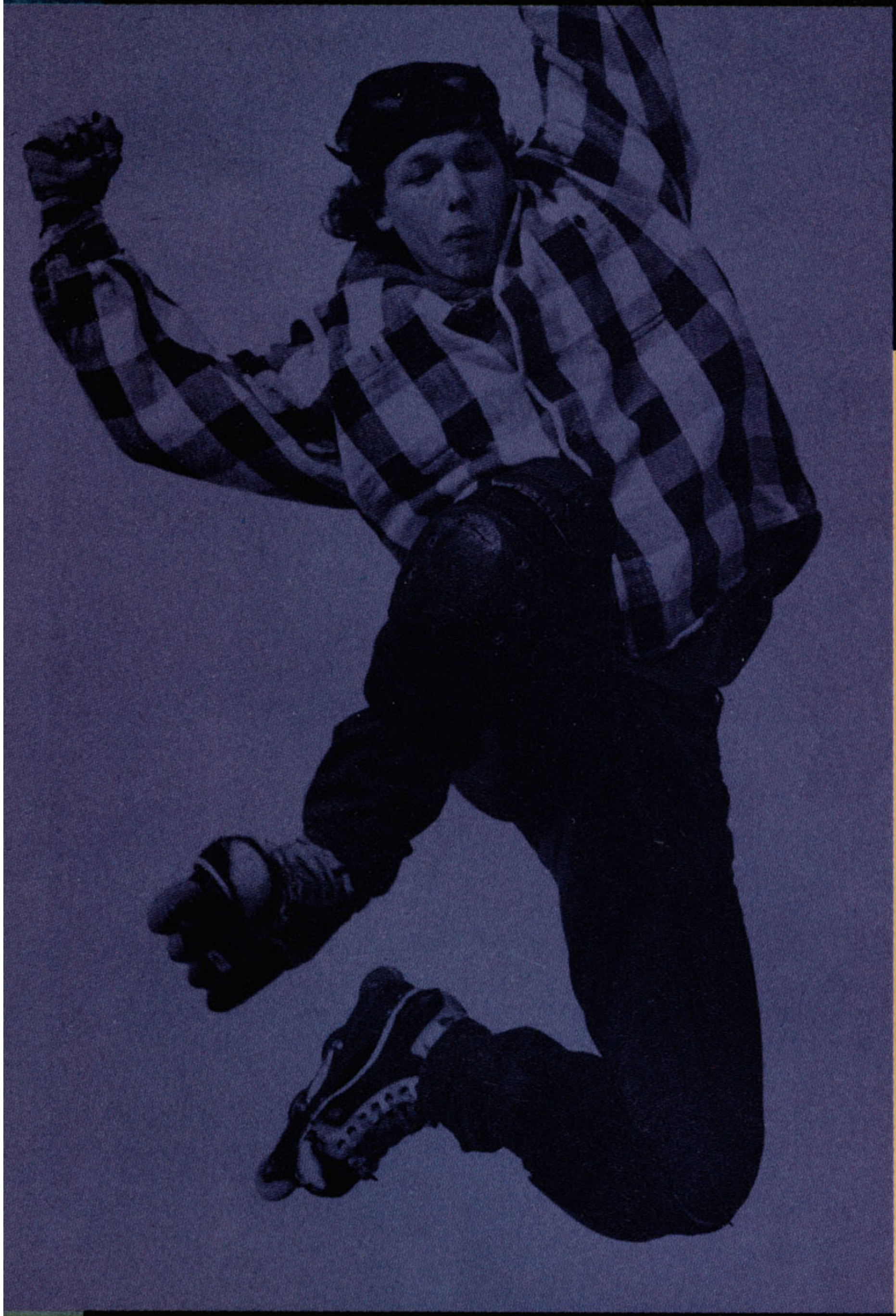


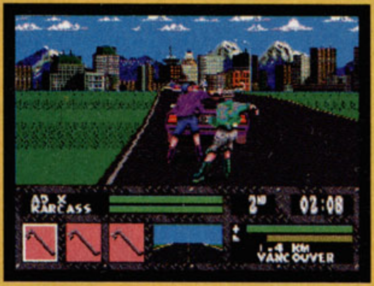
One corner of GamePro's booth.



SKATIN'.

HITC

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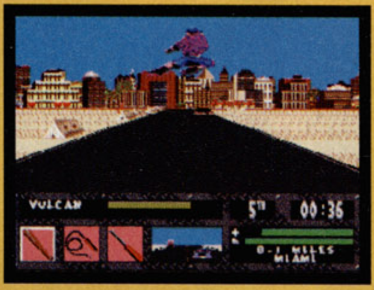
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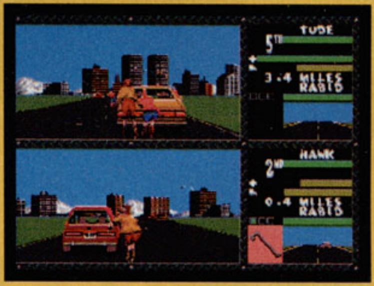
TUDE
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RADIO
HAWK
2ND
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RADIO

WARNING DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.

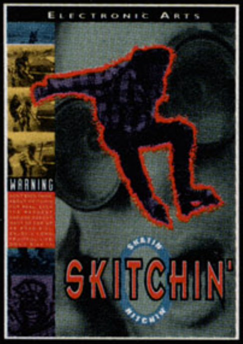
CHIN'.

BITCHIN'.

SKITCHIN'.™

REMEMBER ROAD RASH?! THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'.

GRAB YOUR SKATES, STEAL A RIDE ON A CAR BUMPER, AND YER OFF. PICK UP WEAPONS, BASH YOUR OPPONENTS. EARN MONEY, REPLACE YOUR EQUIPMENT. TAKE A JUMP AND PICK A TRICK FOR BONUS CASH. EVEN SKITCH THE COP CARS IF YER FEELIN' LUCKY. SKATIN' & HITCHIN' - SKITCHIN'. IT'S BITCHIN'.



Rated by V.R.C.
MA-13™
Parental Discretion Advised.
Mature Audiences

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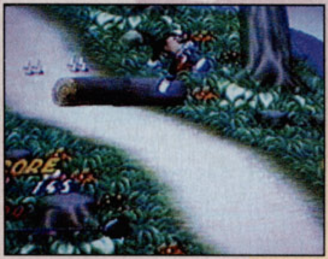
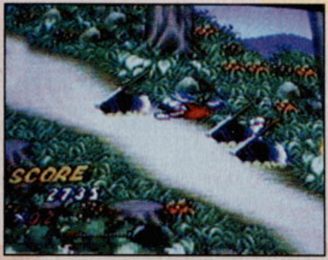
QUICK HITS!

CES

Crazy Chase (SNES)

This is one weird game! You guide a little clown across an isometric three-quarter overhead-view race course. He has to be fleet of feet as he dodges other runners and hops over lakes and pits. This game is just plain fun!

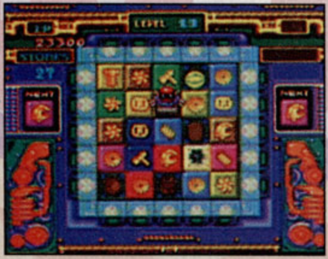


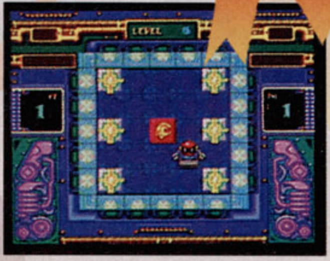


By Kemco
Available Summer '94

CyberSlider (SNES)

Here's a fast-paced, 100-level puzzler. You make a high-tech robot push together sliding tiles of the same color or design to make them disappear and keep the board clear. When the board fills up, it's Game Over. There's also a mind-boggling puzzle mode designed by the creator of Tetris.

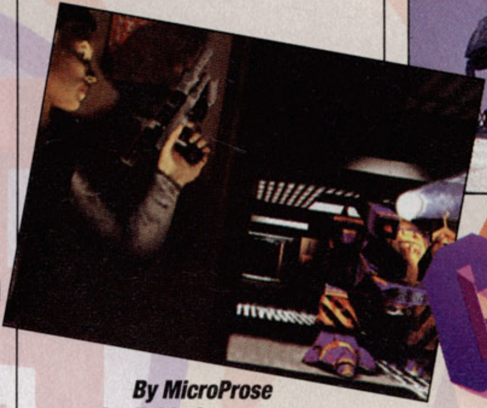




By Bullet-Proof Software
Available Second Quarter '94

Impossible Mission 2025: The Special Edition (SNES, Genesis)

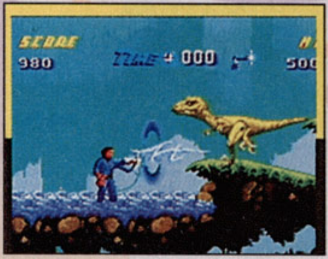
Veteran gamers will recall Epyx's Impossible Mission, but MicroProse is bringing the thriller back. Lethal robots protect Elvin Atombender, but you have a trio of agents to break Elvin's plans to rule the world. You must evade robots and unlock puzzles in six levels on your way to Elvin's penthouse hideout.

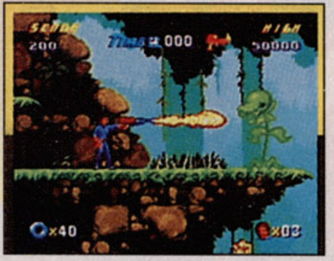


By MicroProse
Available Summer '94

Home Improvement (SNES)

You've seen Tim Allen's hit sitcom, now it's also a game. Handyman extraordinaire Tim has had all his best power tools tool-napped from the TV studio, so he goes from studio to studio to gather them up. Monsters, robots, and great 3D scrolling techniques await!

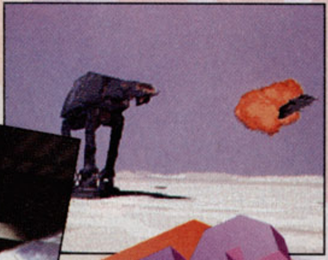


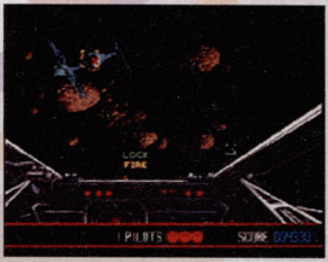


By Absolute
Available Summer '94

Rebel Assault (Sega CD)

A huge PC hit, this much-delayed title finally reaches the Sega CD. Fly in four different vehicles on an exciting journey that goes from a Beggar's Canyon training run to an AT-AT encounter on Hoth, and on to the Death Star. Digitized movie scenes and movie-quality sound enhance the action.

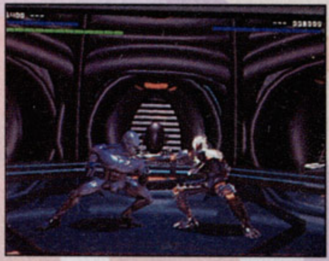


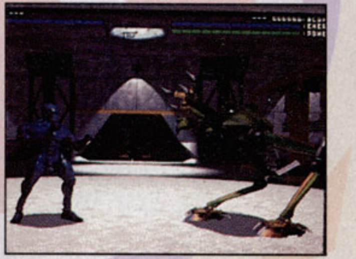


By JVC
Available March

Rise of the Robots (Sega CD, Genesis)

There's lots to like in JVC's new fighting game. The eye-catching graphics use a new 3D technique that blends 360-degree character rotation, complex animations, and photo-realistic images into smooth, two-player combat. The robots memorize their opponents' martial arts strategies to make adjustments in their own fighting styles.

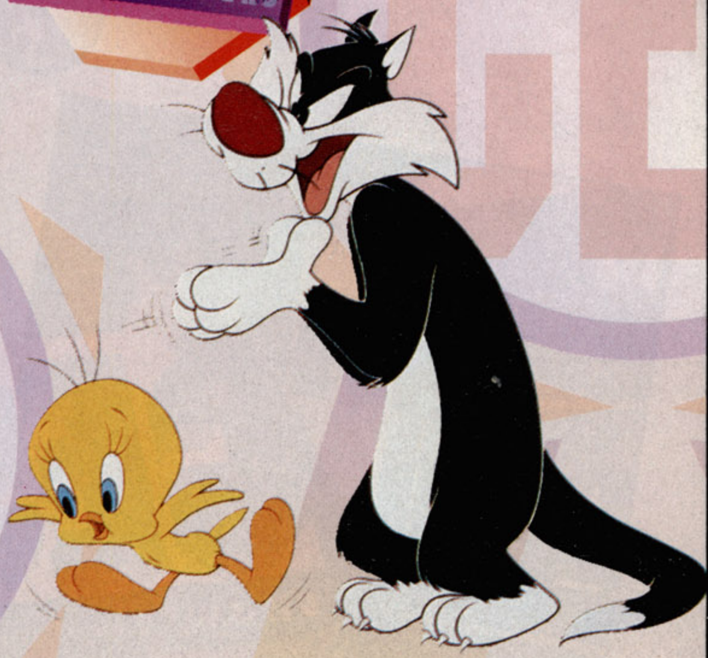




By JVC
Available Second Quarter '94

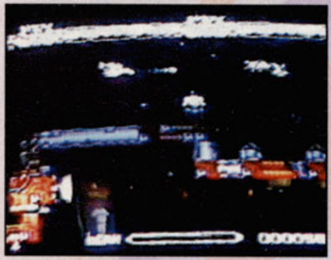
CES
SHOWSTOPPERS

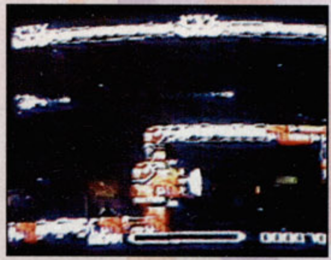
CES SHOWSTOPPERS



R-Type III (SNES)

Side-scrolling space shooters don't get much better than this. The latest in the successful series, R-Type III has the awesome weaponry, power-ups, and bosses that veteran space jockeys have come to expect. The six stages include a chase through a mutant-filled factory and a maze-like cave.

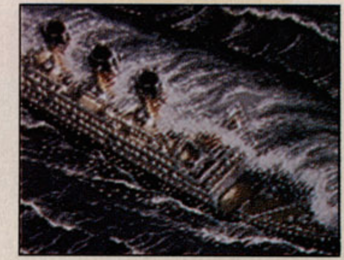


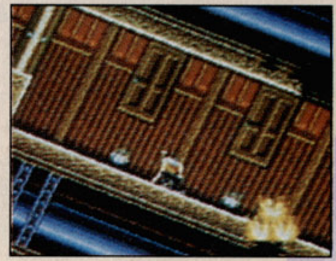


By Irem
Available First Quarter '94

SOS (SNES)

Mode 7's rotating graphics create wild effects, and SOS uses them for a serious sea-faring adventure. Capsized by a tidal wave, an ocean liner needs a hero to save its passengers. With the ship constantly rolling and pitching, the play field is constantly changing as you try to keep your head above water.

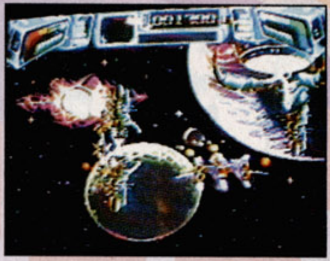


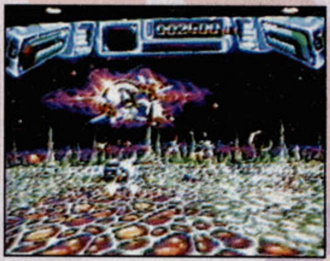


By Vic Tokai
Available March

Soulstar (Sega CD)

This exciting two-player space battle takes you from the trackless wastes of the Great Divide to the starfields of Maldrum Tau and on through the Hypergate. The use of three different vehicles, a good behind-the-spacecraft perspective, 3D graphics, and dramatic music intensify the action.

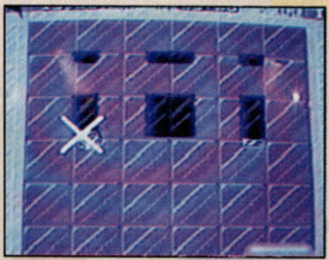


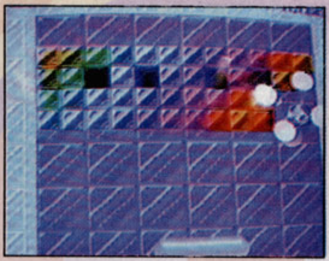


By Core Design
Available May

Sound Fantasy (SNES)

What Mario Paint did for video, Sound Fantasy should do for audio. SF is a mouse-driven educational game that teaches youngsters how to write their own songs. Mini-games such as Beat Hopper, Star Fly, and Pix Quartet feature friendly little bugs who bounce around and help players make music.

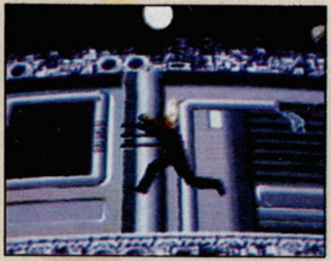


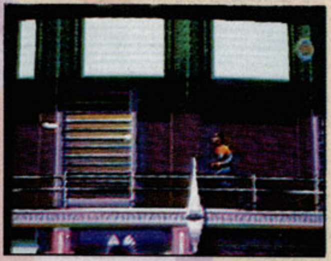


By Nintendo
Available May

Star Trek: Deep Space Nine (SNES, Genesis)

Based on the popular TV show, this role-playing adventure game enables you to play as Commander Sisko, Odo, Kira, O'Brien, or Dax. The game takes place on the starship *Saratoga*, the planet Bajor, the Cardassian Flagship, and on-board *Deep Space Nine*. Players will solve puzzles and mysteries. Yes, the Borg will appear!

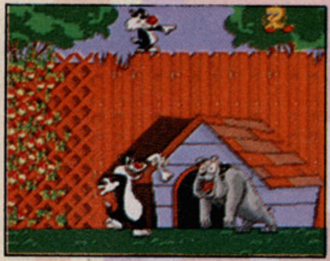


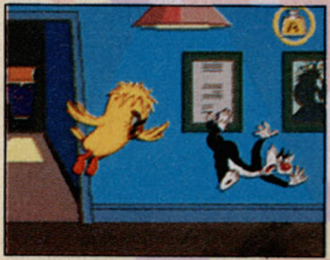


By Playmates
Available September

Sylvester & Tweety (Genesis)

Sufferin' succotash! Everybody's waiting for this great-looking Looney Tunes game, which won our Blue Ribbon at Summer CES. Due imminently, S&T has six levels of run-n-jump cartoon hijinks. Expect humorous encounters with familiar Warner Bros. characters, such as Granny, Spike, and the baby kangaroo.





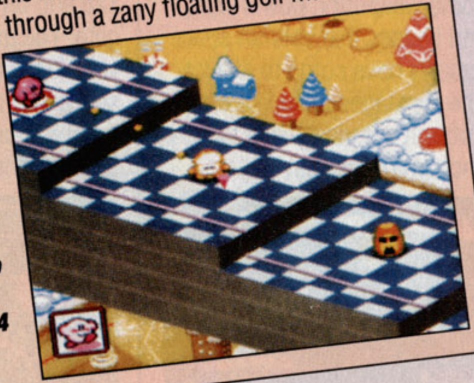
By TecMagik
Available April

QUICK HITS! CES

Ballz, by Crystal Dynamics
CES
SHOWSTOPPERS

Kirby's Tee Shot (SNES)

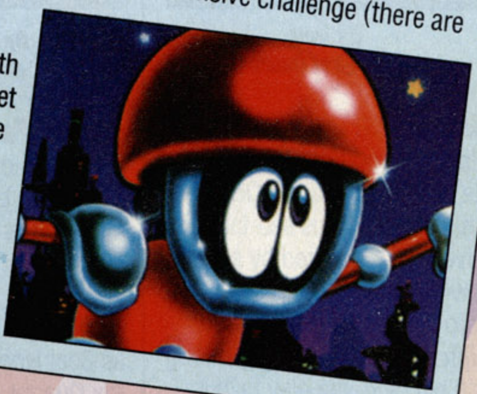
The rotund puffball who starred in Kirby's Dream Land, Kirby's Pinball Land, and Kirby's Adventure finally comes to the SNES. In this two-player game, you pitch and putt the rolling Kirby through a zany floating golf maze that's populated with familiar enemies. A colorful addition to the popular series.



By Nintendo
Available Summer '94

Tinhead (Genesis)

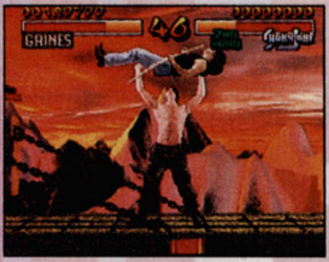
This guy really uses his head. In this fast-paced run-n-jump game, Tinhead is a turbo-boosted, metamorphic robot whose head opens up to fire at enemies. Good-looking graphics and an extensive challenge (there are 30 huge maps to explore, with lots of secret areas) make this an appealing newcomer.

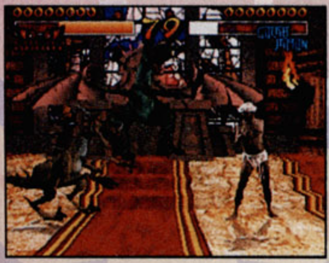


By Spectrum HoloByte
Available April

Way of the Warrior (3DO)

This two-player martial arts game has some of the best graphics we've seen in a fighting game. Huge sprites, realistic 3D arenas, a quick-zooming view of the action, and full-motion video make the 12 characters spring to life. Hundreds of moves and fast game play will keep the combat intense.

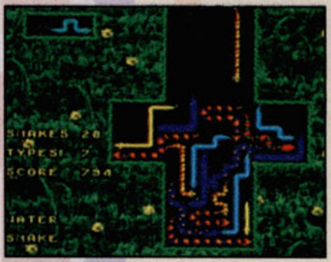


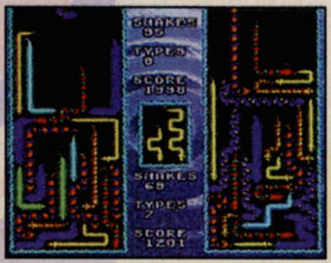


By Naughty Dog
Available Second Quarter '94

WildSnake (SNES)

This looks like a fun, challenging, imaginative take-off on Tetris, but you won't like it if you don't like...SNAKES! They slither down the screen in your choice of eight grids. You have to match similar-looking species to make them disappear before they build up into a deadly nest.





By Bullet-Proof Software
Available Third Quarter '94

TEN WORTH WATCHING

- **Beauty and the Beast** (SNES, Hudson Soft)
- **Daffy Duck** (Game Boy, Sunsoft)
- **Jaguar XJ220** (SNES, JVC)
- **King of the Monsters 2** (SNES, Takara)
- **Lord of the Rings** (SNES, Interplay)
- **Spectre** (SNES, Gametek)
- **Star Control II** (3DO, Crystal Dynamics)
- **Super Wing Commander** (3DO, Mindscape)
- **Total Carnage** (Sega CD/Genesis, T•HQ)
- **Undercover Cops** (SNES, Irem)

Castlevania
BELMONT
SIMON
ERIC
JOHN

The Plot Thickens.

Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.

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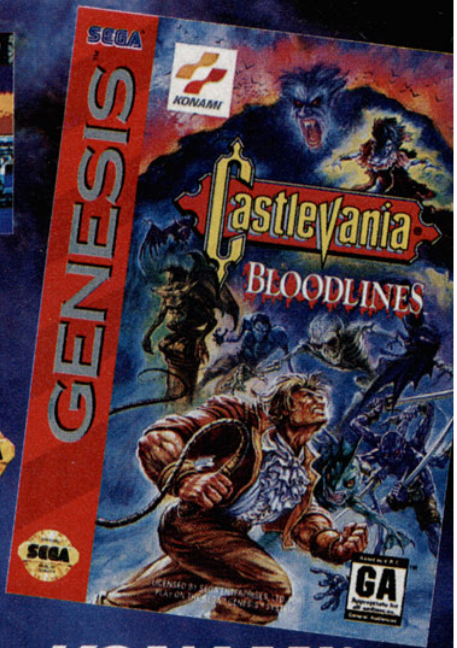

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

Whew! I've been scurrying around the show floor at CES so long that even my whiskers hurt! But I've also come back with great previews of upcoming items, like the Sega CDX and the Video Jukebox. Remember that the previews have not been tested, and the prices and releases dates are subject to change. You'll see expanded coverage on these products as soon as we receive reviewable samples. So here's what The Lab Rat and his Ratsketeers saw in Las Vegas!

PREVIEW

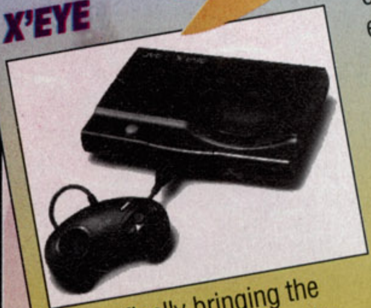
Sega CDX

Sega wants you to take the Genesis and Sega CD wherever you go, and now they've put that portability into the palm of your hands...well, maybe someone with really big hands. The Sega CDX is a game system that is slightly larger than a CD, with a port for your cart-based games replacing the much bulkier two-piece unit.

Suggest Retail Price $399.99
Available April

PREVIEW

X'EYE



JVC is finally bringing the Wonder Mega home to the U.S. The JVC X'EYE is capable of playing audio CDs, CD+G, electronic books, and Sega CDs. JVC, long known for its contribution to superior sound achievement in the electronic media, says this unit will appeal to both audiophiles and video(game)philes.

Suggested Retail Price $399.99
Available April

PREVIEW

SG ProPad 6

STD has introduced the new SG ProPad 6, the latest of their six-button Genesis controllers. It has a six-button "fighting style" layout, assignable synchro-fire switches, and a digital autofire setting. Add slow-motion capabilities and an extra-long cord, and you have what it takes to be the best joystick jockey around.

Suggested Retail Price Unavailable
Available Now

PREVIEW

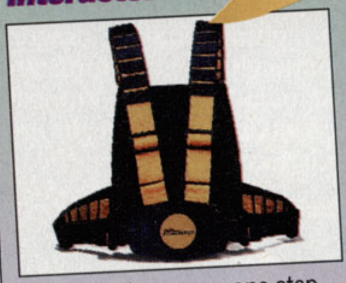
Video Jukebox

ASG Technologies wants to help you keep things tidy with the Video Jukebox. Keep your favorite Genesis cartridges in the Video Jukebox and you can switch from one cart to another without removing them from the unit. They're also working on SNES and Atari Jaguar units. (Genesis unit pictured.)

Suggested Retail Price $49.99 (SNES & Genesis), $59.99 (Jaguar)
Available April (Genesis), June (SNES & Jaguar)

PREVIEW

Interactor



Virtual reality comes one step closer with the Interactor, a virtual reality…vest? That's right, the Interactor filters sound through a molded plastic vest, which gives you every explosion, every music change, and every groan up close and personal. The Interactor works with all game systems, and it can even be worn while watching TV. Talk about taking video games to heart!

Suggested Retail Price $89.95
Available September

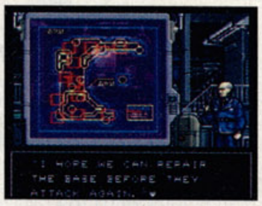
MISSILES BLAZING, METAL GRINDING, CAN YOU SURVIVE?

Their wake-up call:
a surgical missile strike

Send in your metal
marauders to deal the
final blow

Your AA missiles make it
a bad day to fly

Turn the enemy HQ into
ground zero


"I HOPE WE CAN REPAIR
THE BASE BEFORE THEY
ATTACK AGAIN."

Get advice before
each battle

Defend a tiny island province with nothing more than warheads and anti-aircraft missiles and a few earth-crunching, six-story nuclear robots.

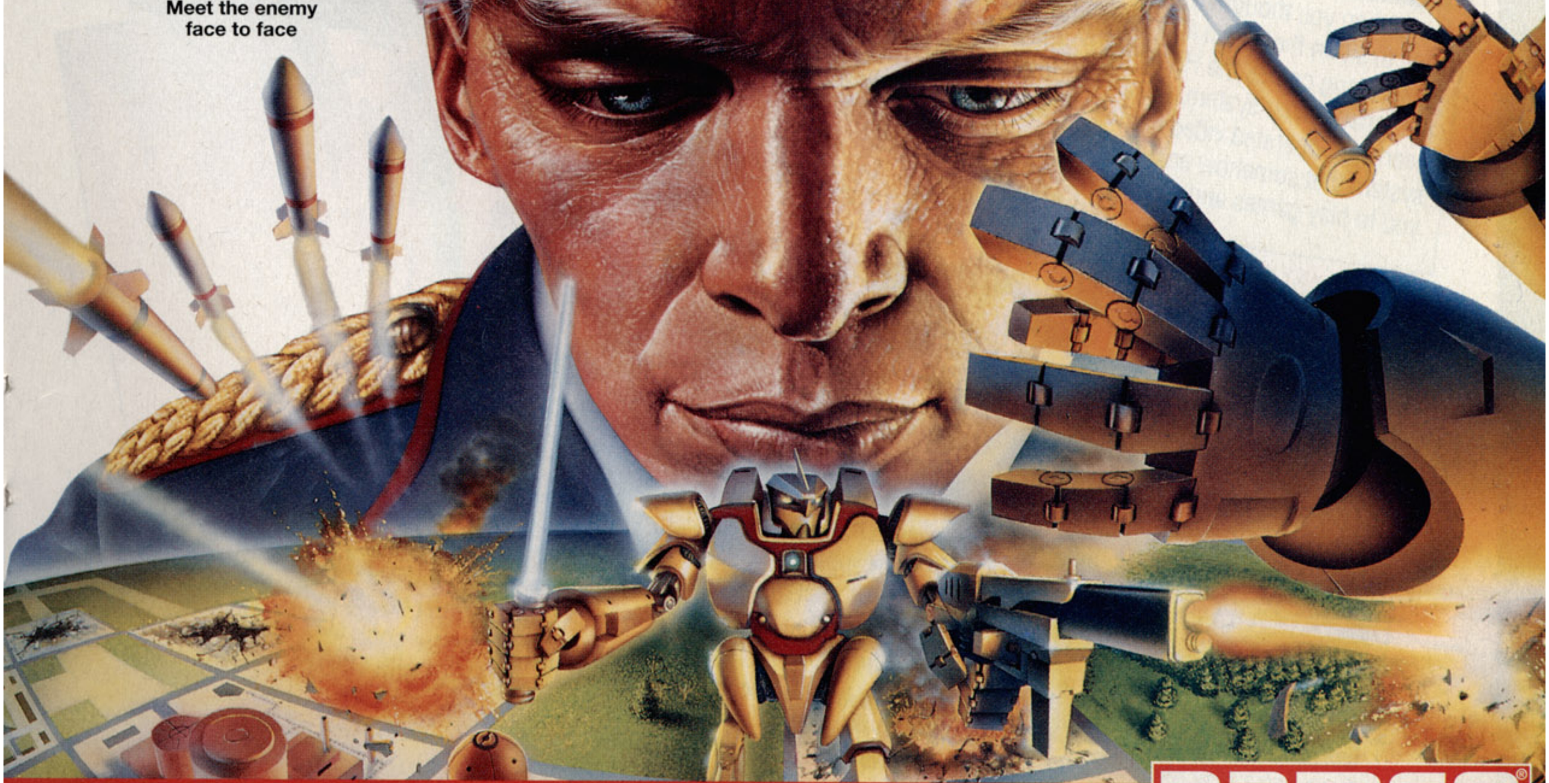
METAL MARINES™ brings a new level of combat sweat to the Super Nintendo Entertainment system. Join the excitement – if you got the guts!

- **12 megs of blistering graphics**
- **Password support**
- **Hours of heart-pounding action!**
- **Devastating weaponry!**
- **20 death-defying missions!**

"HOW DO YOU LIKE PLAYI-
NG HARDBALL?"

Meet the enemy
face to face

Official Nintendo Seal of Quality



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namco®

Namco Hometek, Inc.
150 Charcot Ave., Suite A, San Jose, CA 95131

CES SHOWSTOPPERS

PREVIEW

FreeWheel

Racers, start your engines! And gamers, get ready to take to the blacktop with this revolutionary new joystick. The FreeWheel is a base-less controller shaped like a steering wheel. It does not need to be anchored to a table top, since it uses unique angle-sensitive switches. Now racing games have a friend in the peripheral department.

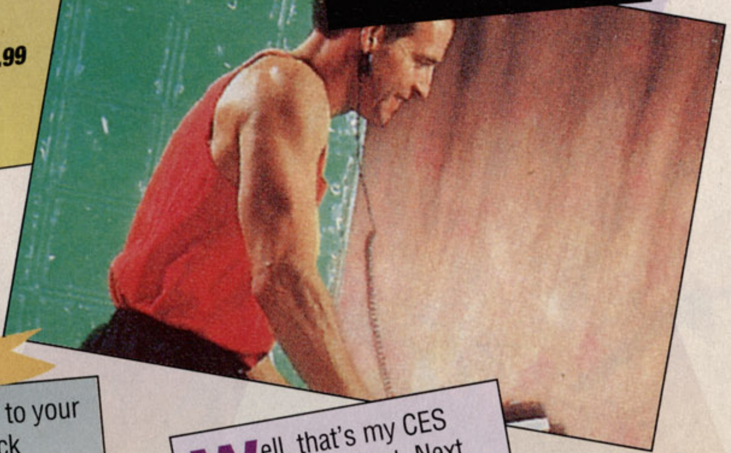
Available Now Overseas

PREVIEW

HeartBeat Personal Trainer

Just when you thought it was safe to sit on the couch and vegetate, along comes the HeartBeat Personal Trainer system. It's a heart-rate-operated video game system that somehow enables you to play games and exercise at the same time! The HeartBeat Personal Trainer comes with the action/adventure game called Outback Joey, and it's compatible with NHLPA Hockey. Another game, Outworld 2375 A.D., is also made specifically for the system. We'll figure this one out as soon as we get it…or better yet, one of my Labbies will give me a report, and I'll pass it on to you!

Suggested Retail Price $299.99
Available Now



PREVIEW

PowerBack

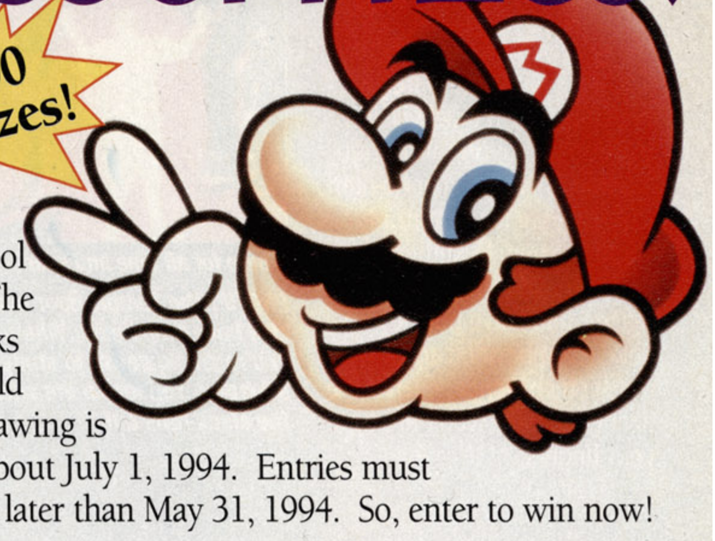
Sega has a new rechargeable battery pack for the Game Gear that gives added power to your portable. The PowerBack screws on to the back of the Game Gear (a huge advance over the belt-clipping, dorky-looking original rechargeable), and it can be charged up in as little as two hours.

Suggested Retail Price $44.99 ($54.99 with AC adaptor)
Available February

Well, that's my CES rat-up report. Next month we'll review some of these products, and we'll bring you much more that we didn't see at CES. Until then, be cool, stay in school, and don't be an April fool! G

Hey kids!

Win Really Cool Prizes!



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KETHER

By Uggs the Bugg

The object of Kether is to free a princess from a cruel villain... but don't write off this intriguing disc as just another ho-hum save-the-maiden action/adventure game. In Kether, you fly spacecraft, hunt through mazes, and solve puzzles – a unique combination and a serious sci-fi challenge, even if the deliberate pace won't fire up your fingers.

A hero for all time and space.

PROTIP: The Temple door puzzles have time limits. When you're stuck, pause to study the situation. You lose a life when the clock runs out.

CD-I Game ProFile

Kether

(By Philips Interactive Media)

Kether won't wither your fingers, but its unusual space-time challenge and cool graphics and sounds are winners.

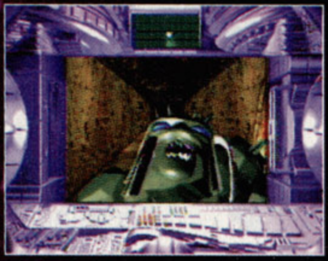
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.0	4.0	INT. Intermediate

$49.98	5 temples
CD	First-person view
Available now	Multi-scrolling
Action/adventure	Save feature
1 player	

Popping Khork

To rescue Princess Carene from Khork's forces, you must enter the five Temples surrounding the planet Kether. Each Temple presents three challenges. First you fly through deadly obstacles via a behind-the-craft view. Then you solve a puzzle to open a door. Finally, you search a maze for five Halls while avoiding the vile Dark Nights.

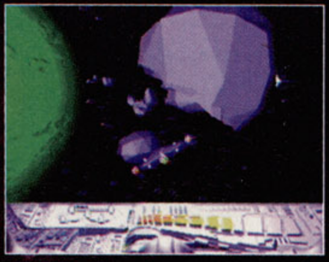
The space ship sequences require fancy flying, but the absence of combat will disappoint video space jocks. The door-lock puzzles crack your cranium the first time around, but they lose their pizzazz the second time. The mazes present fascinating treks and the motion tracker display is cool, but the Dark Knights mount a stilted, repetitious attack.



PROTIP: It's best not to take a hit from the Dark Knights of the Temple. Run away until you're in position to blast 'em.

PROTIP: When you fly the Combat Shuttle, grab those Green Asteroids. You can't survive without them.

Kether's weak spot is its controls. First off, get the game pad controller to play any CD-I game, because the bundled remote unit is a major drag. But, even with the game controller a cranky cursor system hampers the puzzle sequences. During the maze section, even frantic button-pressing can't turn you around fast enough to fend off rear attacks.

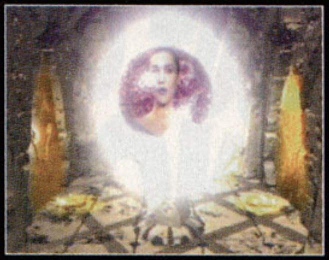


PROTIP: There's no easy way to fly through the obstacles and enemy ships. However, you usually have more room to maneuver if you move across the screen from edge to edge.

PROTIP: You can start at any Temple, but forget Malkuth until you complete all the others.

Effects at the Outer Limits

Some of Kether's visuals will send you into orbit. The animation for the story sequences, the Princess messages, and the Temple Runes are awesome. The revolving, rotating obstacle fields surrounding each Temple are familiar, but still fine.



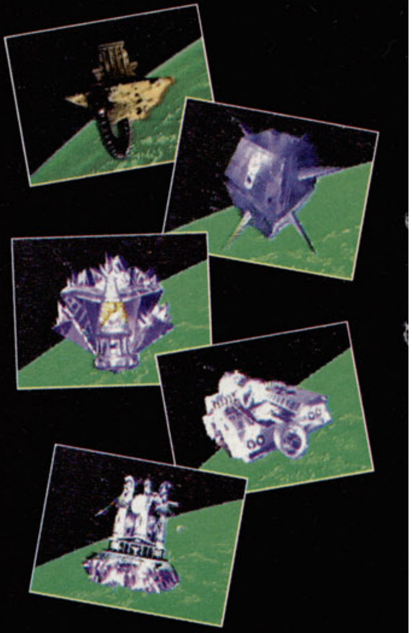
PROTIP: Listen carefully to the messages that the Princess relays to you in the last room of every Temple. They contain vital clues.

The audio is a blast for gamers who enjoy weird spacey effects. Strange sounds, such as the Light Creatures' "music," give Kether an ethereal feel.

Whither Kether?

If you enjoy a good journey and a good brain-teaser, Kether is worth exploring. This game isn't action-packed, but at least in this space no one can hear you scream.

The Five Temples



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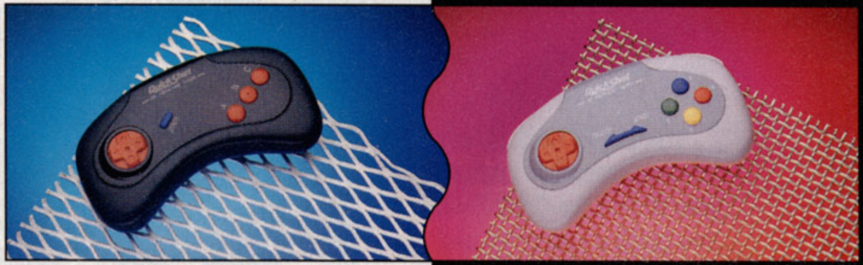

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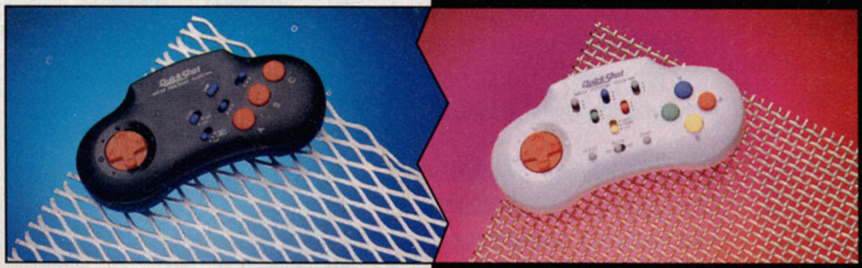

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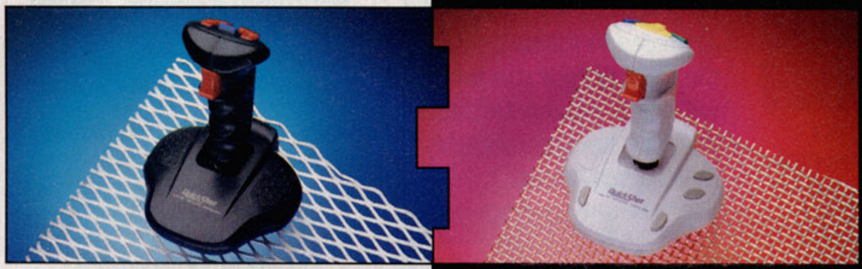

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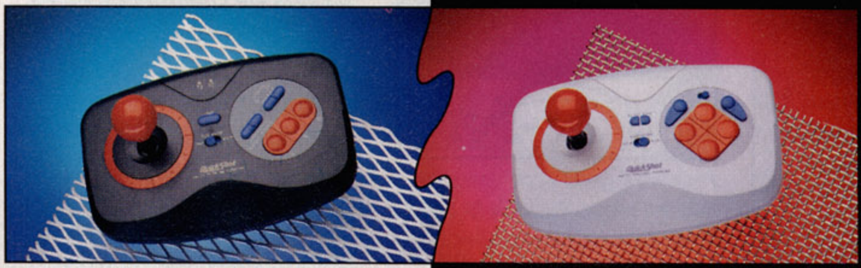

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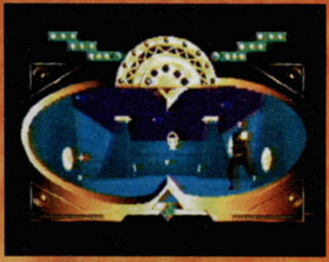
By Bro' Buzz

Inca certainly is a fantastic journey into a mystic universe. However, gamers will find the creaky controls equally mysterious.

Fiction Meets Fact

Inca is a tantalizing combination of first-person-perspective space shooter, mano-a-mano shoot-em-up, and RPG-style puzzler. It features an outstanding, imaginative story line that spans time and space. The Incas built a great South American Indian empire that was mysteriously destroyed in 1532 by only 200 Spanish Conquistadors. Foreseeing this tragedy, an Inca holy man sent the Great Powers – Energy, Matter, and Time – into space.



PROTIP: The Conquistadors always pop out from alternate sides of a doorway.

PROTIP: No item is useless.

CD-I Game ProFile

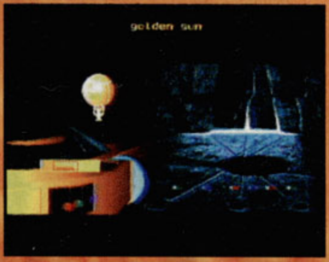
Inca

(By Philips Interactive Media)

A complex story line, sophisticated puzzles, and beautiful graphics will appeal to patient players. However, the mushy controls and slow pace will keep action players away.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	2.5	3.5	ADV. Advanced

$49.98	1 player
CD	First-person view
Available now	Multi-scrolling
Action/adventure	Passwords



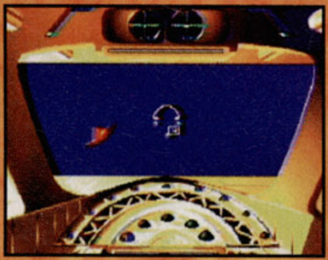
PROTIP: Here the Golden Sun helps you unlock the city gate.

PROTIP: When you fly against the spacecraft over the canyons, you must be the first to cross the finish line.

You play El Dorado, who has awakened five centuries later to find the Great Powers. You guide a spaceship and explore, on foot, weird otherworldly locales. Your adversary is Aguirre the Conquistador, who has sailed a magic galleon into time to steal the Powers.

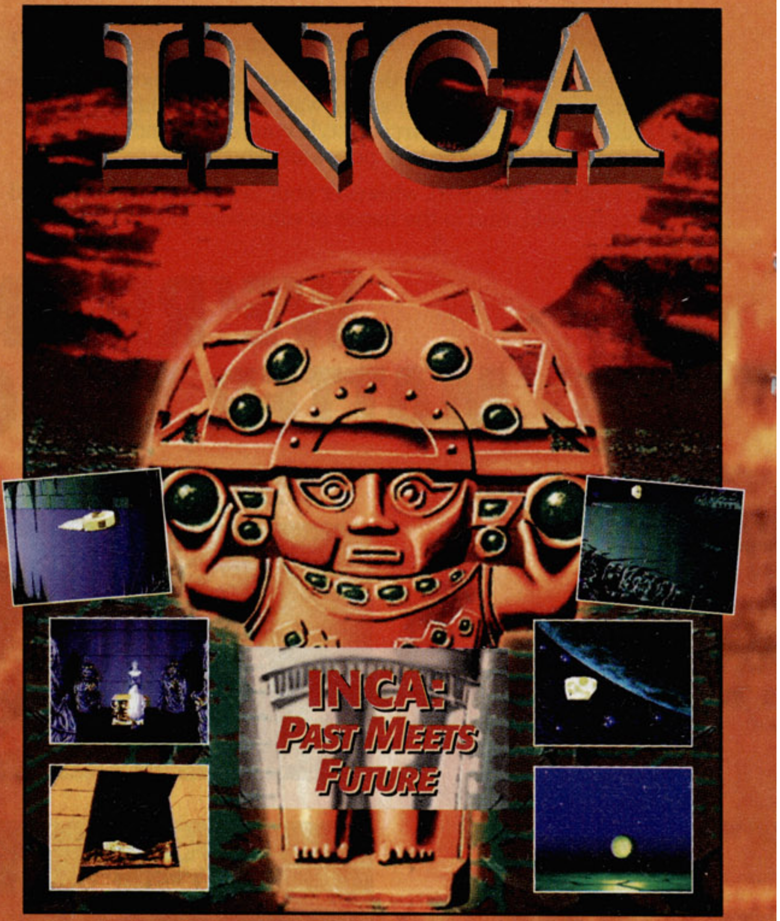
Sometimes Stunning

The graphics are sometimes mesmerizing, sometimes mundane. Individual characters and most scenery are works of art. Animated sequences, such as the flight of your spaceship, will knock you out! Offsetting these are ho-hum spaceship fighting sequences.



PROTIP: A good Tumi maneuver against rear attacks is to accelerate forward by pressing Button 2 once, and then quickly decelerate by pressing Two again twice. The enemy vessels behind you always zoom past you into your sights.

PROTIP: Whenever you can't scroll past a screen, you've found a puzzle.



You are El Dorado, the Chosen One.

PROTIP: Inside Aguirre's ship's dungeon, you must figure out how to make the cannonball roll off the barrel. Start with the rat.

On the other hand, the sounds are consistently excellent. There's cool, magical music punctuated by South American flute tunes, crystal-clear voice, and a symphony of effects.

Thumbs or Thought?

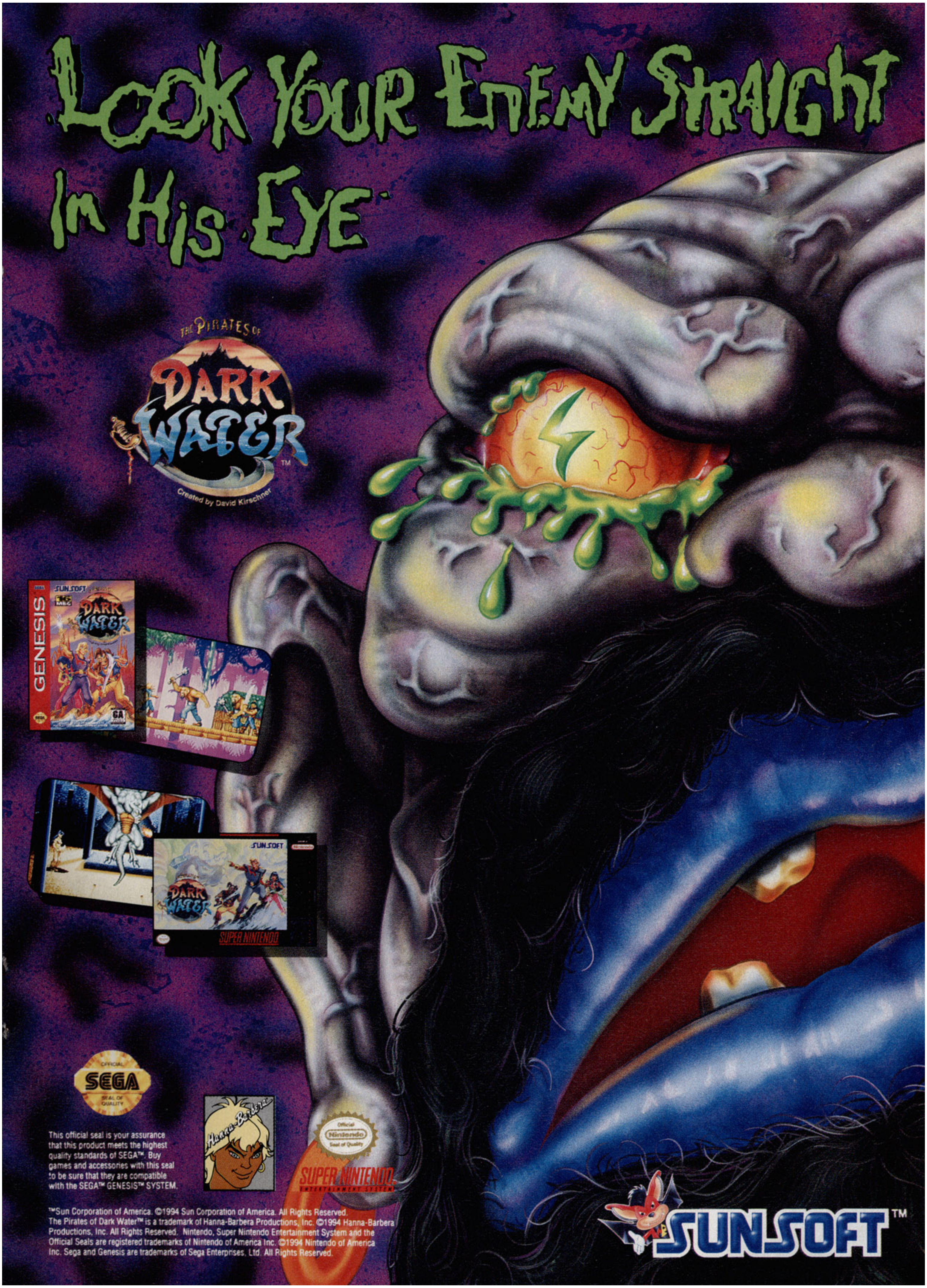
Unfortunately, the controls bring Inca's high-flying story line and effects down to earth. The shooting sequences stall due to a slow, hard-to-control gunsight, which you move around the screen with the directional controls. An equally pokey cursor plagues the first-person puzzle sequences. Moreover, the game constantly pauses during puzzles to read the disc.

The last Inca passes on his legacy to you.

The puzzle-solving itself is a fun, if time-consuming, challenge. In fact, the complexity of the puzzles makes this game unsuitable for children. For example, solving one mystery requires a working knowledge of reproductive biology.

The Inca Lesson

This CD's dusty action won't set your thumbs on fire, but players into mentally taxing challenges will dig this game. Like the study of ancient history, Inca takes time and patience to master. G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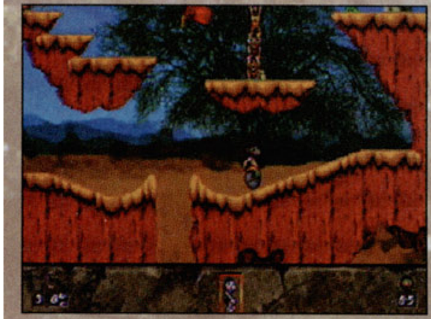
EVOLUTION: DINO DUDES

By Boss Music

Remember the Humans? Not the species, the game! Originally designed by Atari, this highly rated Genesis cartridge (see ProReview, May '93) gets translated and renamed in a Jag version that's nearly identical in game play, but adds some more detailed and colorful backgrounds.

Lemme Attem

Much like Lemmings, Evolution: Dino Dudes requires that you guide a pack of forlorn creatures to safety. The concept and game play are very similar, but instead of imbuing your troops with abilities, you guide them to pick up and use objects in the background.



PROTIP: To make the bigger jumps, try gaining momentum by rolling back and forth in depressions.

Jaguar Game ProFile

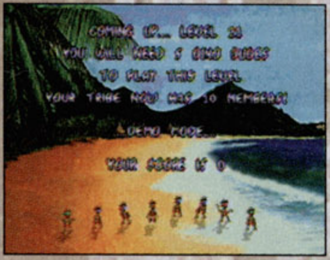
Evolution: Dino Dudes

(By Atari)

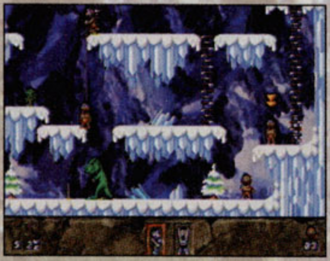
Although there's not much that's 64-bit about this classic puzzle game, it's entertaining and brain-twisting enough for you to spend some long hours curled up with your Jag.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	INT. Intermediate

Price not available	1 player
Available now	Side view
Puzzler	Passwords

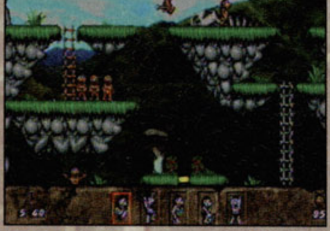


Guess they never heard of sunblock during the dawn of history.



"Hey, Dr. Grant, did you hear something?"

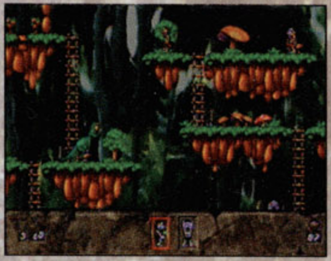
Your cave Dudes can find and use a variety of items, such as spears, fire, the wheel, and witch doctors. This makes for some funny situations, as your Dudes plunge off high cliffs and accidentally spear each other. Each level has a different goal, such as climbing down a mountain or rescuing some captive Dude buddies.



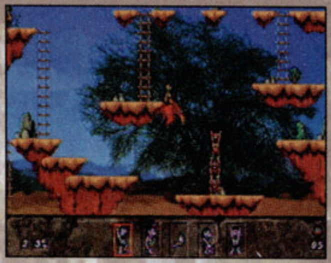
PROTIP: After spear-vaulting a crevice, toss the shaft back to a friend so he can follow you over.

Get a Grip, Dude

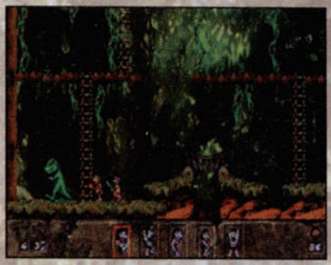
Dino Dudes makes good use of the Jaguar's controller, but, like other first-generation Jag games, the movement feels stiff. You use the three fire buttons to select and initiate actions, and you swap between your four or more Dudes with the numeric keypad. Unfortunately, there's absolutely no way to distinguish between your Dudes, so you have to go number-hunting on the pad until you find the character you need for a specific task.



PROTIP: Use spears from a distance to slay the bigger dinosaurs.



PROTIP: Try climbing up a stack of Dudes to ride Pterodactyls.



PROTIP: You can ward off the T. rexes with fire.

The music and sounds aren't bad, possibly the best yet on the Jag. The tunes have a cute, bouncy quality, but manage not to be annoying. The sounds of fire crackling and stone grinding are almost realistic, but not quite.

A/V B.C.?

The smallish character graphics are offset by some whimsical animation sequences. Watching the guys pump their legs and huff and puff aboard the wheel is neat. The backgrounds are the most 24-bit-looking of all the pix, but don't expect any mind-blowing parallax scrolling.

Not Extinct Yet

Dino Dudes didn't evolve too much from its Human state, but it's still a fun and addictive puzzler. The biggest feature it lacks is a cooperative or competitive two-player mode. With more games like this one, the Jag might yet evolve out of the Stone Age. G

"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

Then It Hit Me."

ACCOLADE
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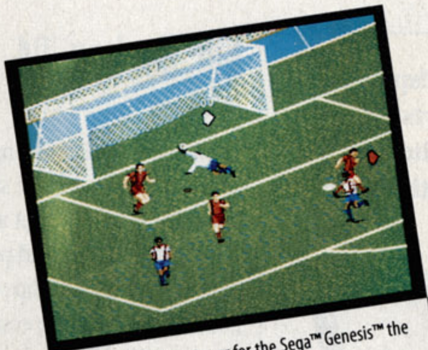
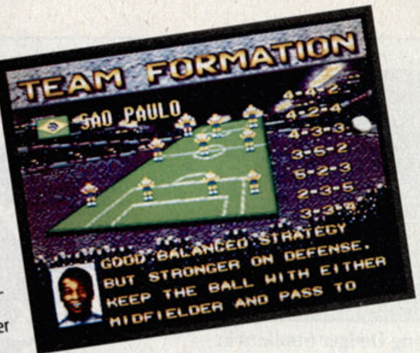
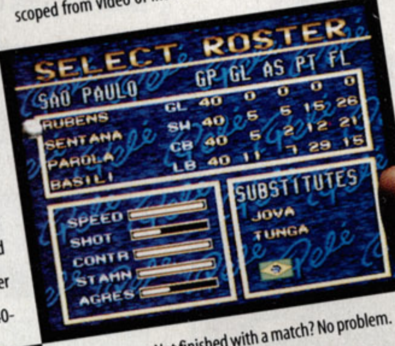




TEAM FORMATION
SAO PAULO
4-4-2
4-2-4
4-3-3
3-5-2
5-2-3
2-3-5
3-3-4
GOOD BALANCED STRATEGY
BUT STRONGER ON DEFENSE.
KEEP THE BALL WITH EITHER
MIDFIELDER AND PASS TO



SELECT ROSTER
SAO PAULO GP GL AS PT FL
RUBENS GL 40 0 0 0 0
SENTANA SH 40 5 5 15 26
PAROLA CB 40 5 2 12 21
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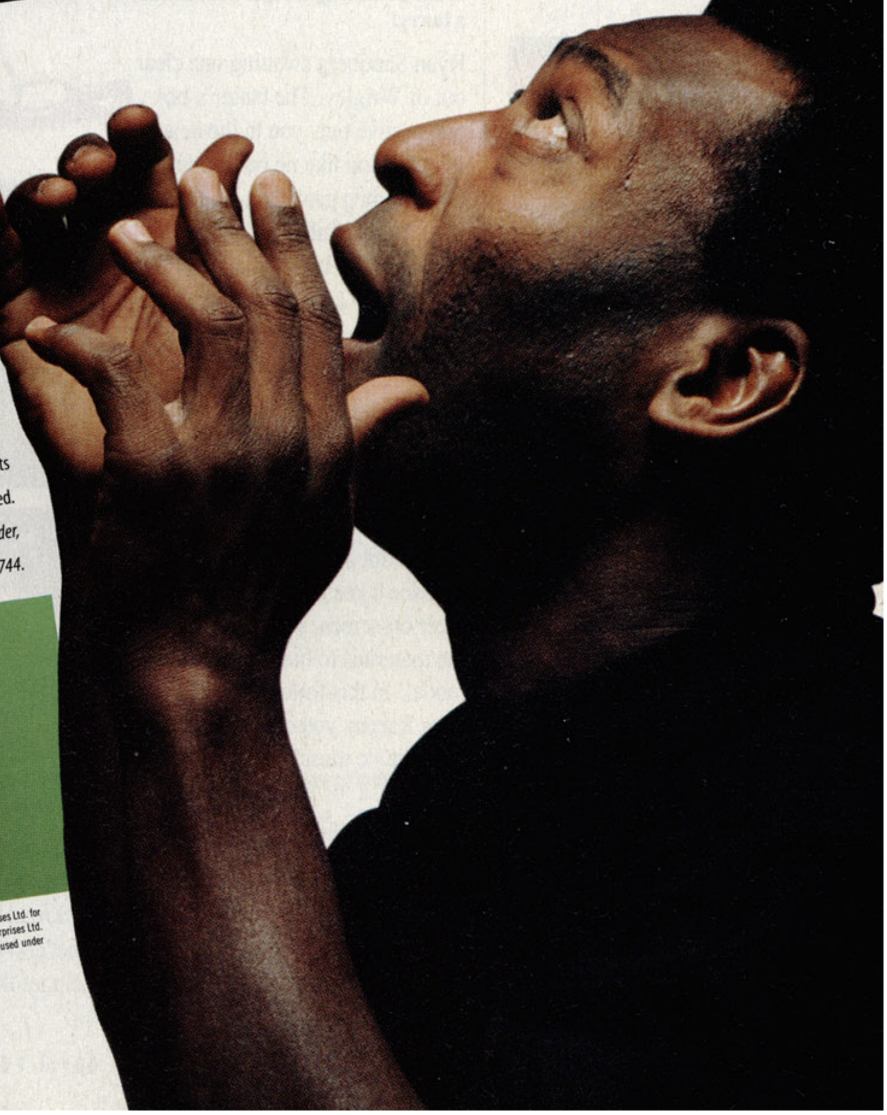

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1-2 PLAYERS · 1-2 PLAYERS

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Sports Shorts – The Best of CES

AMONG THE HUNDREDS of games on display at Winter CES were dozens of impressive sports titles. You'll be runnin', jumpin', tacklin', drivin', pitchin', shootin', and kickin' with these games later this year!

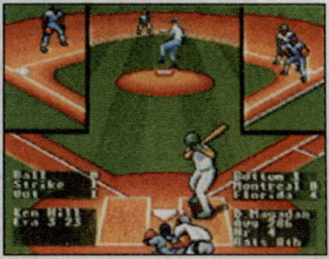
By Ben D. Rules

R.B.I. '94

Genesis

[By Tengen]

The successful R.B.I. series continues with this latest edition, which was updated to include all the '93 statistics. Coming this spring, R.B.I. '94 features all 28 big-league rosters, providing a full season of game play with the actual players. The above-the-umpire view and windows enable you to watch all the action. Added features include on-screen baseball card-style player pictures, the Home Run Derby, and the Create Team option.

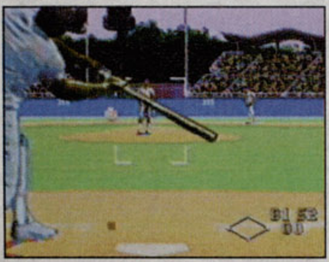


Dave Magadan tries to drive in the ribbies in R.B.I. '94.

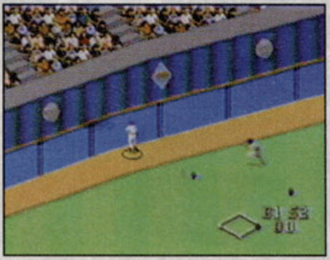
World Series Baseball

[By Sega Sports]

Coming in April is perhaps the most involving baseball game ever made for the Genesis. Not only do you play with all 28 actual teams and more than 700 actual players, but you also get actual stadiums for backgrounds – you'll have Ryan Sandberg swatting one clear out of Wrigley. The batter's-box perspective puts you in the heart of the action like no other title. This 16-meg game has the trademark Sports Talk play calling, plus a battery back-up to save your season as you work up to the World Series.



The windup, the pitch...



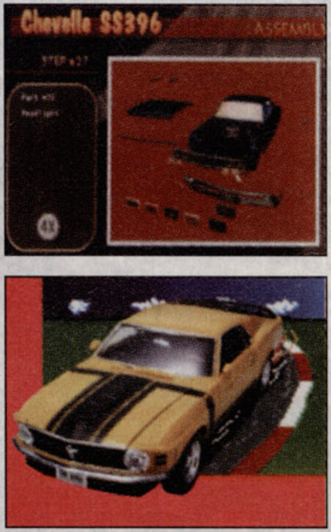
...and it's leaving Dodger Stadium in a hurry!

Backroad Racers

Sega CD

[By Revell-Monogram]

Talk about a bonus: In this game, you don't just build a hot street racer on-screen, you have all the materials to build the actual model! In this follow-up to European Racers, you choose from four classic muscle cars: a '67 Chevelle, a '67 Malibu SS Pro, a '71 Hemi 'Cuda, or a '70 Boss Mustang. Once you've built the on-screen version, you race in four locations, from the bayou to the beach. Funny video clips lighten the action when you get pulled over for speeding by a testy cop or have to pull into a gas station. Backroad Racers is available in June, and its $69.95 price tag includes the model kit.

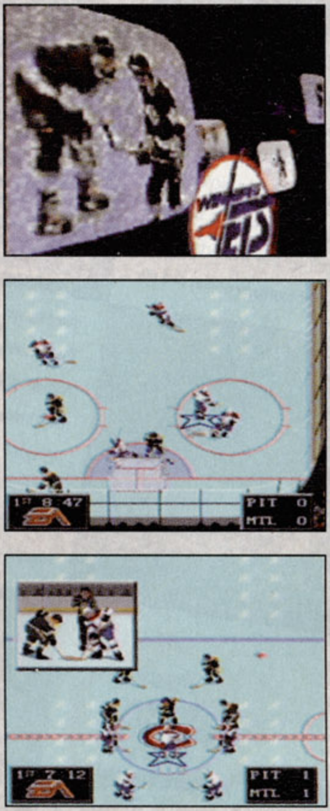


Build it, race it, display it with Backroad Racers.

NHL Hockey '94

[EA Sports]

After some final tweaking, this much-anticipated game should be available soon. You get all the NHL teams, logos, and players, plus more than 300 clips of actual NHL footage. Goalie control, One Timers, individualized rink organ music, and a shootout mode are just some of the highlights. Four players can share the excitement with EA's 4 Way Play. The Genesis and SNES versions won the *GamePro* Editors' Choice Awards as Best Sports Game of 1993.

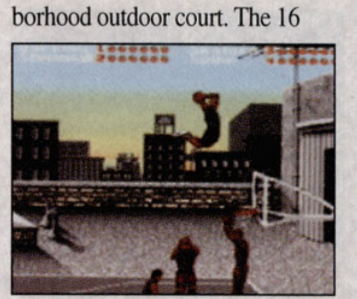


Next year's Editors' Choice Award winner? Could be.

Barkley: Shut Up and Jam

[By Sport Accolade]

Sir Charles, the power mouth of the Phoenix Suns, brings his confrontational "in your face" style of basketball to the SNES by summer '94. Play rough-and-tumble two-on-two basketball on a neighborhood outdoor court. The 16 players have their own distinct personalities and their own signature moves. The side view and crisp graphics will show you every airborne, acrobatic dunk. The Genesis version should already be available.

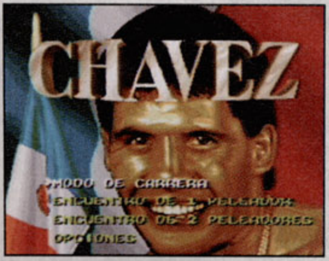


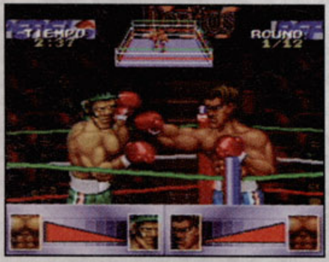
Sir Charles' sensational SNES slam.

Chavez

[By American Software Corp.]

What's the most popular video game in Mexico? Chavez for the SNES is even bigger than Mortal Kombat! This two-player boxing game stars Julio Cesar Chavez, the winner of five world championship belts in three categories. You work your way up to a match with the champ by beating 25 boxers, with Chavez himself giving you advice along the way. The rotating side-view ring in this game is reminiscent of Riddick Bowe Boxing. Chavez is available now. The manual is written in English and Spanish.



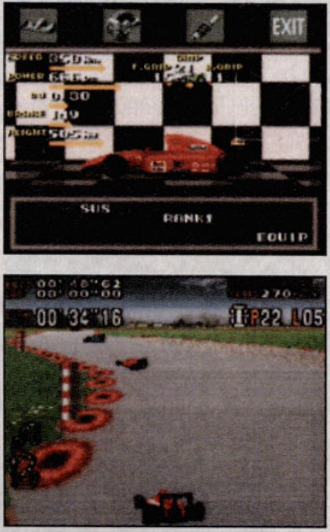


Julio Cesar Chavez, *campeon del mundo*.

F1-ROC II

[By Seta]

This eight-meg racing game delivers high-speed Mode 7 graphics on 32 international race tracks. The new DSP chip gives each of the other racers their own style, and it controls their independent movements as you race against them. You can design and customize your race car, then win your way up to the real Formula One season on the 16 actual international tracks. A save feature enables you to store up to three driver/car setups. This cart will be available later this spring.

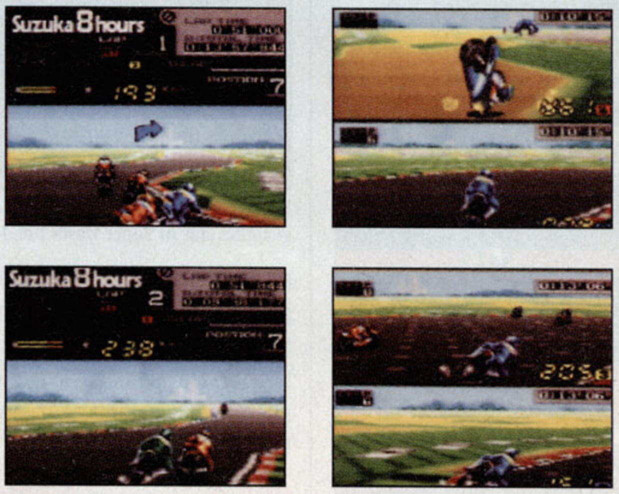


After customizing your car, you'll need lightning-fast reflexes to go all the way in F1-ROC II.

Suzuka 8 Hours

[By Namco]

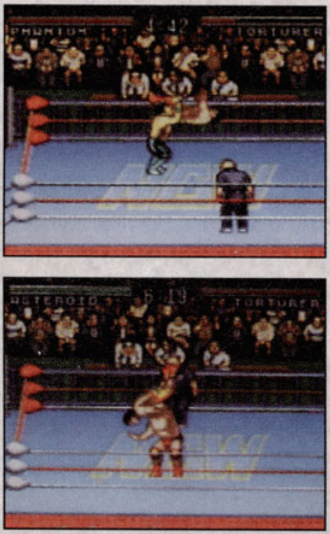
Racing from the arcade to the SNES, Suzuka 8 Hours delivers high-octane fun. Four modes include the exciting Battle mode and two-player head-to-head racing on a split screen. Six tough tracks and six hot bikes offer plenty of thrills. Get that knee down on tight Mode 7 turns, or you'll take a serious header over your tumbling bike! This cart is available now.



Natsume Championship Wrestling

[By Natsume]

It's bruising. It's powerful. And it's fun! Natsume's new wrestling game enables you to pull off 50 moves – from a Guillotine Drop to a Reverse Shrimp Hold – with a gang of rowdy wreckers with



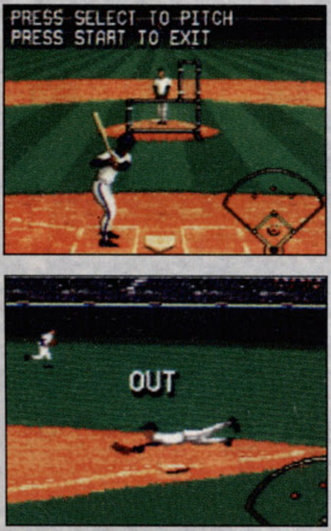
The crowd cheers an explosive Powerbomb (top) and then a nasty Faceslam in Natsume Championship Wrestling.

names like Torturer and Asteroid. Due in April, Natsume's Championship Wrestling offers round robins, tag teams, and tournaments. The two-player side-view action even goes outside the ring!

ESPN Baseball Tonight

[By Sony Imagesoft]

ESPN SportsCenter's Chris Berman stars in this good-looking baseball game for the SNES. You play with all the major league teams (but not the actual players' names) and get a clear behind-the-catcher view. You can pick off lazy base runners, dive for hard-hit liners, and more. Available April.

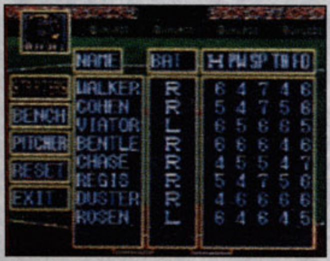


Practice first, then hit the field in Sony Imagesoft's ESPN Baseball Tonight.

Super Bases Loaded 2

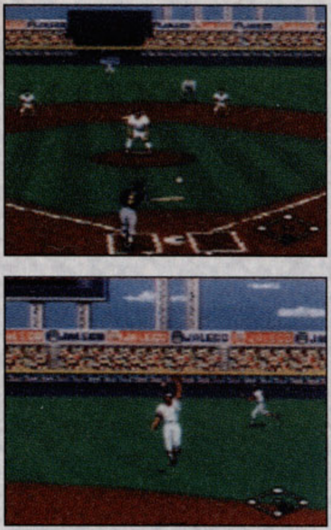
[By Jaleco]

The first one was a hit, and this sequel looks like it'll also score. You get a view from just above field level, and the new DSP chip enables you to follow the ball as it's hit. You don't play with actual teams or players, but the game play is realistic, and those pitchers get tired (and wild!) as the game progresses. Plenty of stats, a custom-team option, and battery back-up are additional features in this two-player game. Available First Quarter '94.



NAME	BAT	H	PW	SP	TH	FD
WALKER	R	6	4	7	4	6
COHEN	R	5	4	7	5	6
VIATOR	L	6	5	6	6	5
BENTLE	R	6	6	6	4	6
CHASE	R	4	5	5	4	7
REGIS	R	5	4	7	5	6
DUSTER	R	4	6	6	6	6
ROSEN	L	6	4	6	4	5

Stats, rankings, and custom teams!



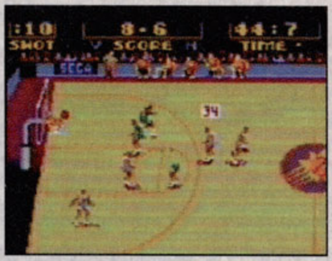
Realistic action and fast-moving graphics star in Super Bases Loaded 2.

NBA Action Starring David Robinson

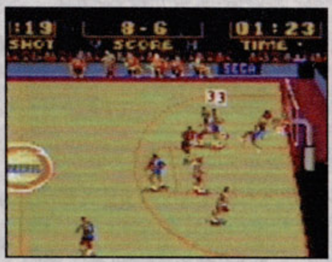
Game Gear

[By Sega Sports]

The star center of the San Antonio Spurs is his usual dominating self in this five-on-five game. You can play with all 27 NBA teams and league superstars in Playoff, All-Star, and Championship match-ups. Tons of stats and realistic sound effects help take you to the finals. This game can be hooked up with a Gear-to-Gear cable for simultaneous two-player action. Available in March.



Barkley hits from downtown.

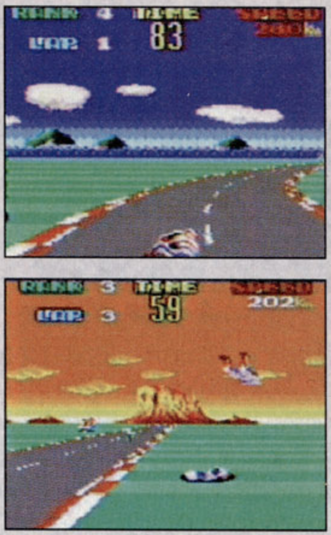


Shaq gets in close on the Game Gear.

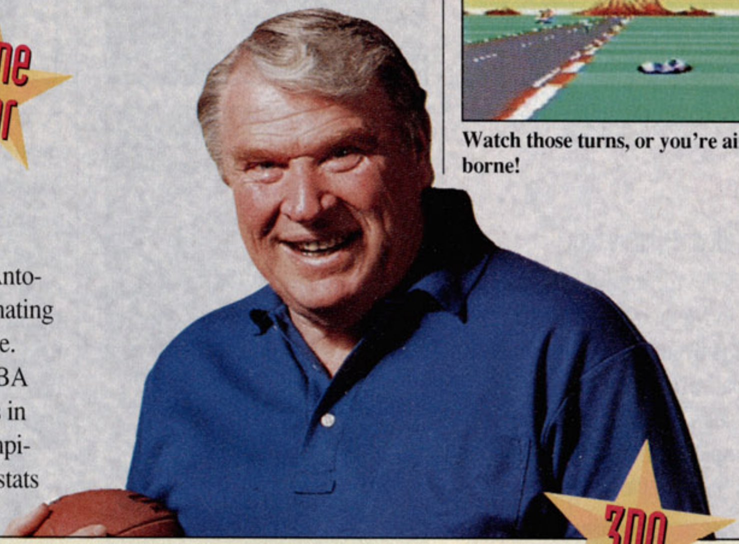
GP Rider

[By Sega Sports]

The full-throttle motorcycle action first popularized in the arcades makes a successful jump to the Game Gear this spring. With 16 riders, 15 courses, and three game modes, there's enough variation for everybody in this one- or two-player game.



Watch those turns, or you're airborne!

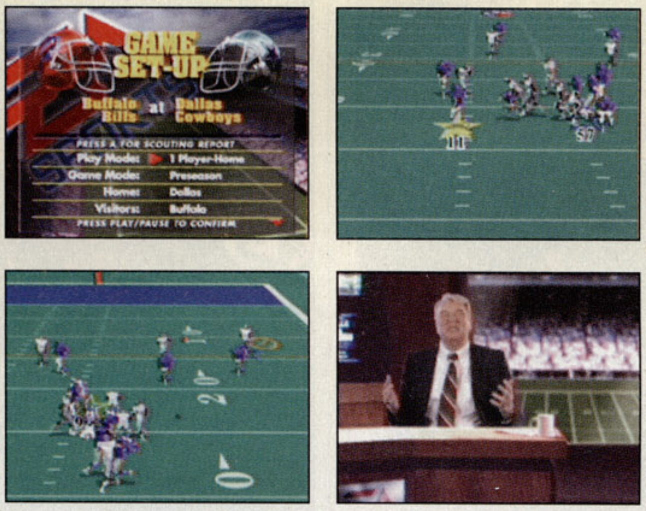


3DO

John Madden Football

[By EA Sports]

One of the hottest games at CES and a runner-up for Best Sports Game of Show, Madden 3DO looks like it just may end up as the best football video game to date. Everything that's made the Madden series so popular – the exuberant commentary, the quick controls, the extensive playbook – are in the 3DO version, with extra digitized animations, 3D art, and CD-quality sound to make it better than ever. This game is available now.


GAME SET-UP
Buffalo Bills at Dallas Cowboys
PRESS A FOR SCOUTING REPORT
PRESS PLAY/PAUSE TO CONFIRM

Play Mode: 1 Player-Home
Game Mode: Preseason
Home: Dallas
Visitors: Buffalo

Max out with more Madden than ever on 3DO.

'93-94 FLEER ULTRA SERIES II '93-94 HOCKEY II

HAT TRICK

The All-New 250 Card Set Features:

① 47 Rookies ② USA Hockey/Hockey Canada Subset ③ Five Hot Insert Sets

'93-94 FLEER ULTRA
JOHN VANBIESBROUCK
PANTHERS • G
274
DOMINIK HASEK
MIKE DUNHAM
TEAM USA • G
PAUL KARIYA
TEAM CANADA • LW
WAVE OF THE FUTURE
ROB NIEDERMAYER

Basic cards feature expansion team players in their new uniforms.

No repeats from Series I. Loaded with rookies and trades!

"USA Hockey/Hockey Canada" subset–features 20 skaters from each team who competed at Lillehammer.

"Wave of the Future" inserts–featuring 20 hot rookies destined to make a splash. All packs.

STEVE YZERMAN
PIERRE TURGEON
PREMIER PIVOT
RED LIGHT SPECIALS
ALEXANDER MOGILNY
PAVEL BURE
SPEED MERCHANTS
ADAM OATES CAREER HIGHLIGHTS
BOSTON BRUINS 1992-1993

"Premier Pivots" inserts–hockey's top 10 centers take center stage. All packs.

"Red Light Specials" inserts–10 of the hottest scorers on ice. 14-card packs only.

"Speed Merchants" inserts–10 of the fastest skaters and scorers in the NHL. 19-card packs only.

Adam Oates "Career Highlights" inserts. All packs.

Check out a pack of '93-94 Fleer Ultra™ Hockey Series II and you'll see why this line is scoring with collectors. It's loaded with rookies. Big name traded vets. Both expansion teams. Plus, every basic card features a large, color-enhanced photo on the front–and two more on the back. More gold foil stamping. Color coding by team. And UV coating on both sides. But the icing on the set? Five of the hottest, most unique insert sets ever. And for added collectibility, there's one insert card in every pack. Now is that cool–or what?

'93-94 FLEER ULTRA SERIES II

MAIL-IN EXTRA! Two more Adam Oates cards are available only by mail for ten '93-94 Fleer Ultra Hockey Series II wrappers and $1.00 U.S. See pack for details.

YOU CAN'T BUY A BETTER HOCKEY CARD.

© 1994 FLEER CORP MT. LAUREL, NJ 08054

Odds of finding limited-edition insert cards: unsigned Adam Oates card: 1:4 packs. "Wave of the Future" card: 1:3 packs. "Premier Pivots" card: 1:5 packs. "Red Light Specials" card: 1:10 packs. "Speed Merchants" card: 1:10 packs.

Tecmo's Fun-But-Not-Super Bowl

Tecmo Super Bowl

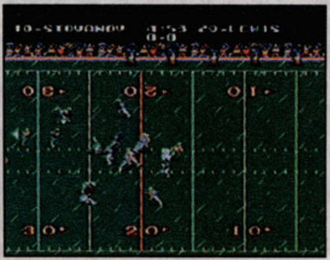
SNES Genesis

By Athletic Supporter

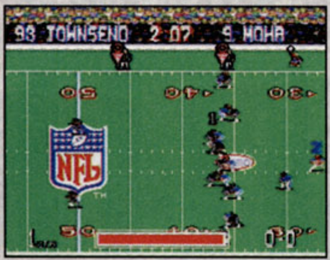
Five years ago Tecmo Bowl was one of the first football carts for the NES. Their latest gridiron effort is Tecmo Super Bowl for the SNES and Genesis. Sad to say, the two new carts look and play about the same as the eight-bit original, with only a few added features. However, while Tecmo Super Bowl isn't in the same league as the John Madden or the Joe Montana football games, it's still fun to play.

Bowled Over

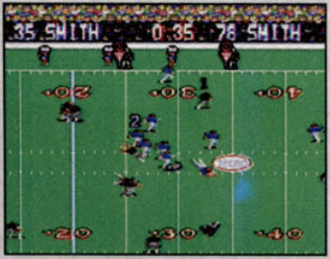
The differences between the Genesis and the SNES carts are so minor, the two games can be considered as one. The best feature in both Super Bowls is the Regular Season option, where you pick any of the 28 NFL teams and lead them to the playoffs. If you're good enough, you'll reach the Super Bowl. That's no easy task, however, because each team has strengths and weaknesses, as reflected in the many statistics. Regular Season is a stats-freak's dream. Not only does the computer record team statistics, it ranks the league's top performers in everything from rushing yards to quarterback sacks.



PROTIP: Rapidly press Button A or C on the Genesis (A or B on the SNES) to break tackles. Press it before you're going to make contact to have a better chance of breaking away. (Genesis shown here.)

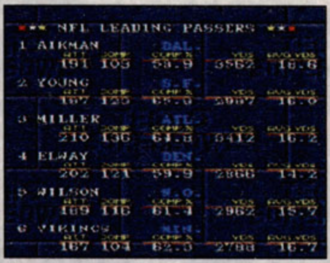


PROTIP: If you want your opponent to start their possession inside their 20-yard line, don't let the kick-off meter go all the way to the end. Stop it just short of the end, and your opponent will return the kick from the end zone. (SNES shown here.)



PROTIP: When you break a long run, zigzag back and forth across the field. If you do it quickly enough, the defense will never catch you. (SNES shown here.)

There's good realism in the numbers. Since Tecmo Super Bowl is licensed by the NFL Players' Association, you'll get the actual NFL team logos. Each team has 32 players and stats based upon the 1992–93 season. There's even realism when your players CAN'T put up the numbers, because injuries are a part of Tecmo Super Bowl. Don't be surprised if your star player goes down and doesn't return for the next game.



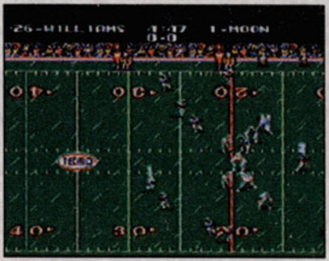
```
*** NFL LEADING PASSERS ***
1 AIKMAN          DAL.
    ATT  COMP  COMP%   YDS  AVG.YDS
    191  105   58.9   3562   18.6
2 YOUNG           S.F.
    ATT  COMP  COMP%   YDS  AVG.YDS
    167  120   65.0   2997   16.0
3 MILLER          ATL.
    ATT  COMP  COMP%   YDS  AVG.YDS
    210  136   64.8   3412   16.2
4 ELWAY           DEN.
    ATT  COMP  COMP%   YDS  AVG.YDS
    202  121   59.9   2866   14.2
5 WILSON          N.O.
    ATT  COMP  COMP%   YDS  AVG.YDS
    189  116   61.4   2962   15.7
6 VIKINGS         MIN.
    ATT  COMP  COMP%   YDS  AVG.YDS
    167  104   62.3   2788   16.7
```

Stats and stars galore!

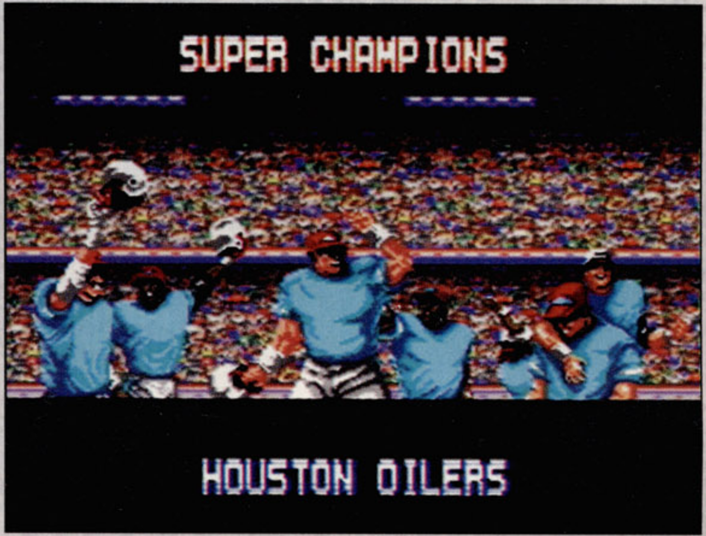
However, Tecmo gets a five-yard penalty for some important statistical flaws. For instance, the Dallas Cowboys were the Super Bowl champs in '93, but the computer had them finish no better than second in the NFC East each of the three times we played a full season with other teams. What's more, Joe Montana isn't on the Chiefs in this game, though Tecmo says their rosters were updated four months *after* he jumped to the AFC. And, in a game against the Vikings in Minnesota, it was snowing. The Vikings play indoors in the Metrodome, guys.

Go Bowling

The graphics for Super Bowl are merely average. The players are small, cartoony, and not very detailed. It's also difficult to tell which player you're controlling, because the triangle that appears above the player sometimes blends into the field. Poor depth representation makes it hard to tell when

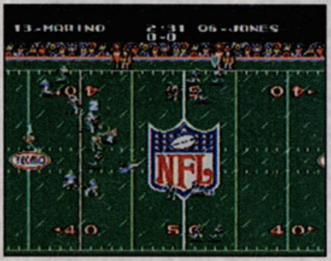


PROTIP: Don't control a defensive lineman. Since you can't change players on defense during a play, you might not be able to make tackles. Your best tackler is a defensive back. (Genesis shown here.)



A super Super Bowl! The Oilers can dream, anyway.

you're going to step out of bounds The sound, unfortunately, is no better – some voices are too young and the music is panicky.



PROTIP: Have your QB step up in the pocket, and he'll have a better chance of completing a pass. Unless you're using Denver's John Elway, the less time the ball is in the air the more likely it is you'll make a completion. (Genesis shown here.)

In contrast, the controls for Super Bowl are strong and responsive. Not perfect, though. You're not able to switch defensive players once a play starts. Also, unlike the Madden and Montana games, which enable you to choose different formations, Tecmo limits your control options. You have just one defense, a 3-4 alignment, and you can't play a zone or blitz. On offense you get to pick from 40 or so plays, but you can't call an audible at the line of scrimmage.

Not-Quite-Super Bowl

The stats make the game. If you can get past the graphics, sound, and some of the game play flaws, Tecmo's Super Bowls seem super indeed. G

Tecmo Super Bowl – Super NES
(By Tecmo)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	3.5	4.0	Intermediate

$49.99	2 players
8 megs	¾-overhead view
Available now	Battery backup
Football	

Tecmo Super Bowl – Genesis
(By Tecmo)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	3.0	3.5	4.0	Intermediate

$49.99	2 players
8 megs	¾-overhead view
Available now	Battery backup
Football	

Two Games, But Not Twice the Fun with Sports Illustrated Championship

Sports Illustrated Championship Football & Baseball

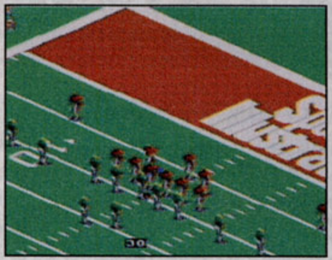
SNES

By Ben D. Rules

Anytime you see two separate games combined in one cart, you have to be a little suspicious. Could it be that neither game was strong enough by itself, so the two were united to fill the cart with enough fun? That may be the case with Sports Illustrated Championship Football & Baseball. While you do get two different sports to play, you can also find much more compelling separate versions of each.

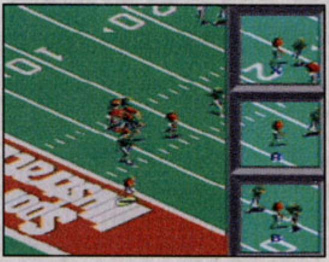
Sports Demonstrated

Knowing that *Sports Illustrated*, the leading magazine authority on athletics, is involved, you expect to see some amazing game play. Not. The most obvious flaw is with the licensing – T•HQ's licensing budget must've been spent on corralling the magazine, so there was nothing left over for the NFL, the Major Leagues, the various players' associations, or a recognizable announcer. Thus, you play these games with generic teams, without players' numbers, and without enough stats to formulate a strategy. The problem is especially frustrating in the football game, where the lack of player identification keeps you emotionally removed from the action.



PROTIP: If the other team's offense has driven inside your 20-yard line, set up in the Tight Defense. It almost always holds them to no gains or short yardage.

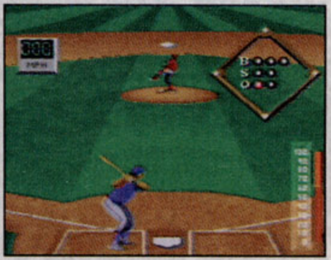
PROTIP: Rush your opponent's punter hard – you'll block his punt almost half the time.



PROTIP: Roll your QB out of the pocket to give him more time as his receivers run downfield on long pass plays.

PROTIP: If you're having trouble passing, try practicing with strong passing teams, such as San Francisco or Dallas.

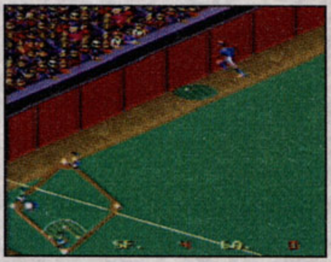
The games themselves are okay, certainly not state of the art but not cellar dwellers, either. In both games you can play Exhibitions or Seasons, with passwords enabling you to pick up where you left off. However, many of the options you find on other sports carts – such as the ability to control the weather conditions, select the field surfaces, or team up with three or four other players – are missing here. You do have adequate control of your players, especially when you throw "junk" as a pitcher, but passing isn't as effective as it is in any of the John Madden football carts.



PROTIP: If your batters can't get around on fastballs, move your hitters back in the batter's box so they'll get a slightly longer look at the pitch.

Sports Illustrated

For a magazine that's very visual, *SI*'s allied themselves with a game containing comparatively weak graphics. When playing football, your distant, angled view keeps you too far from the action, washing out the uniform colors so you can't always tell which team is yours. What's more, the sprites are too small, and the ball easily gets lost on pass plays. In this age of on-the-field views and Mode 7 rotation, S.I. Football plays like yesterday's cart. The baseball game gives you the standard behind-the-plate view, but again you feel far away and uninvolved in the action.



PROTIP: When you're on defense and the ball is hit to you, watch the runners to see who's trying to advance an extra base. You can often throw out aggressive baserunners.

PROTIP: If the stats show your hitter has a low average and no power, try bunting for a single.

The sounds, unfortunately, won't win any championships, either. The crowd seems remote, you don't get good sound effects on wicked tackles, and there's no enthusiastic commentator to liven up the proceedings.

Sports Abbreviated

While the idea of putting two sports in a single cart is a good one, the execution isn't there to warrant the Championship title. Amateurs may like the combo, but pro gamers will tackle this cart for no gain. G

Sports Illustrated Championship
Football & Baseball
(By T•HQ)

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.5	3.0	3.0	Adjustable

$72.95	2 players
16 megs	Side view
Available now	Multi-scrolling
Football/baseball	Passwords

Prize Fighter: New Sega CD Champ

Prize Fighter

Sega CD

By Doctor Devon

Did you see Martin Scorcese's epic black-and-white boxing film, *Raging Bull*? The look, feel, and quality of that masterpiece are found in Sega's latest boxing title, Prize Fighter for the Sega CD. While not the all-time champ, it's a top title contender.

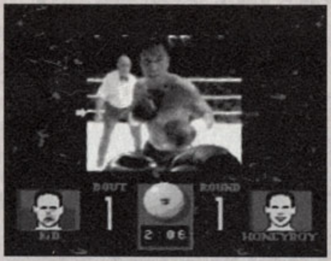
Raging Graphics

The graphics immediately grab you. Using black-and-white full-motion video, the game draws you into the boxing world from the opening pre-fight sequence to the post-fight pep talk from your manager. In between, you fight with a first-person perspective against four ornery boxers. With your gloved fists and arms bobbing in front of you, the arena turns while you and your charging opponent dance around the ring.

The pre-fight buildup is from announcer Michael "Get ready to ruuuumble" Buffer.

When you land a shot, you get a quick close-up of your glove's contact with your opponent's head. It's an intensely realistic battle, limited only by the small fight screen, which is surrounded by wide margins.

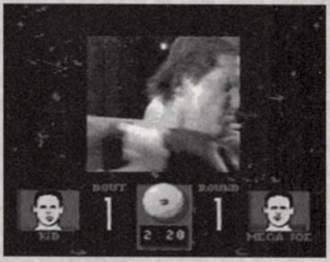
The sounds add to the realism, especially your corner crew's clear voices, your opponent's taunts, and the ref's yells. All that's missing are dramatic music and the painful grunts and groans from landed punches.



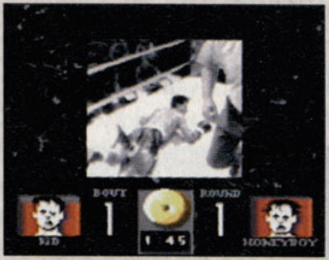
PROTIP: Turn on the Training mode to learn strategy, and leave it on. Without it, you'll lose many, many fights before you learn enough to beat this tough game.

No Bull

The four three-round fights start out hard and get more difficult as you work up to the heavyweight champ, Nuke "The Duke" Johnston. Success depends on your lightning-quick reflexes and your mastery of fight strategy. Fortunately, the responsive controls efficiently deliver the dozen jabs, uppercuts, and hooks in your arsenal, and the game is even easier with the six-button controller. And your punches are indeed efficient – you'll see lots of sweat fly as you smash your opponent's head (there's no blood, though).



PROTIP: Put the bulk of your Power Points in your Left Glove. You'll use it much more than your Right, so you want it to cause as much damage as possible.



Here's the sight you want to see – your opponent hitting the canvas.

Prize Fighter really does deliver the knockout impact you want from a boxing game. It's the closest you can get to the action without needing smelling salts.

Prize Fighter
(By Sega)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	INT. Intermediate

$59.95
CD
Available now
Boxing

1 player
4 matches
First-person view
Passwords

Bowe Gets Knocked Out on Game Gear

Riddick Bowe Boxing

Game Gear

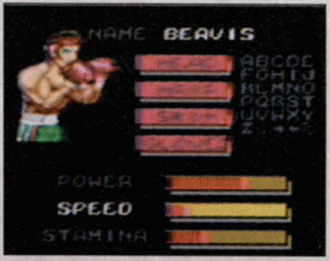
By Coach Kyle

Riddick Bowe's having a bad year – first he loses to Evander Holyfield, now he loses on the Game Gear. The former champ scored on the SNES, but his reputation takes a pounding in this uninvolving game.

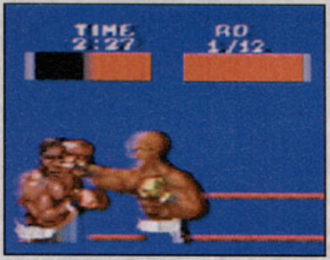
Down for the Count

Options are this game's strengths. In the Tournament Mode, you'll battle 25 fictional boxers. Each one is rated in three areas – Power, Speed, and Stamina – giving you an interesting mix of skills to draw from. In the Career mode, you create your own fighter, choosing every detail right down to the color of the gloves.

Unfortunately, the fights don't warrant the fuss. Somehow, your fighter moves around and blocks punches, even if you don't press any buttons. The buttons you do press don't respond quickly or accurately enough to make you feel like a champ.



You get to create a name, characteristics, and abilities for your fighter.



PROTIP: Don't get backed into a corner; conversely, get your opponent against the ropes to do major damage.

Bowe Doesn't Know

As in real life, Holyfield wins the battle of Game Gear graphics. Evander's Real Deal Boxing provided a first-person look from behind your gloves, and you had a detailed arena as your background. Bowe gives you a plain side view of the match, with no background. The fighters are certainly detailed enough, revealing all their rippling muscles and aging as they keep fighting, but you're never truly involved. It's especially unfortunate, since great graphics might have made up for the weak sounds. Where are the grunts, groans, and thunderous knockouts?

No Go, Bowe

There's some mild fun here, but fight fans, like Bowe himself after his last loss, can only wonder what might have been.

Riddick Bowe Boxing
(By Extreme)

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	3.0	ADJ. Adjustable

$39.95
2 megs
Available now
Boxing

2 players (with Gear-to-Gear cable)
Side view
Passwords

PIRATES O' THE PAST, AVAST! THERE BE A NEW LEGEND BEFORE THE MAST!

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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · April '94

This month we embark on a magical mystery tour through an arcade RPG from Capcom that's sure to please die-hard RPG fans and adventure enthusiasts alike. We'll also take you through some more of Young Merlin, and we'll show you RPG hot shots that we saw at CES.

Dungeons and Dragons: Tower of Doom

ARCADE

By Indill the Incredible

After two years in the making, D&D: Tower of Doom finally arrives to conquer arcades everywhere and to redefine how an RPG can influence a side-scrolling action game. Tower manages to scream the words "Dungeons & Dragons!" while still presenting a fun hack-n-slash adventure.

Dungeons & Darokin

The town of Darokin and its neighbors have big problems when all the local orcs, goblins, and other assorted beasties team up to terrorize the surrounding lands. Orcs usually can't cooperate long enough to pillage one village, much less an entire stretch of land. Obviously there's a higher power at work organizing the evil, and it's your task to wipe out the nasties and terminate the MBG (main bad guy).

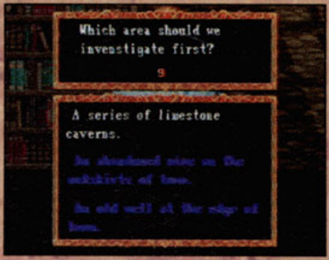
Dungeons and Dragons: Tower of Doom (By Capcom)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.5	4.5	4.5	Intermediate

Available in Arcades
March
Action/RPG

4 players
Side view
Multi-scrolling

D&D offers an angled side-view perspective similar to other genre games, such as Knights of the Round and Golden Axe. You choose from four characters: the Elf, strong in magic and agility; the Dwarf, a stout warrior who can handle any ogre; the Cleric, a man of healing and battle; and the Fighter, the sword-wielding human. Impressively, all four heroes are completely true to their pen-and-paper class equivalents.

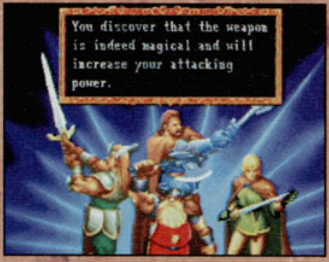

Which area should we investigate first?

A series of limestone caverns.

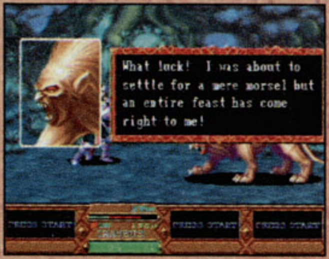
[illegible]

[illegible]

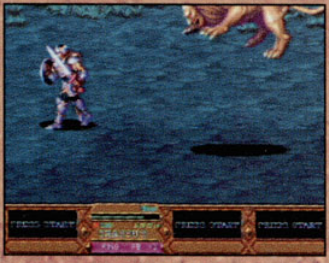
You can choose your path at forks in the story line.


You discover that the weapon is indeed magical and will increase your attacking power.

Wondrous treasures and magic weapons are yours for the taking!

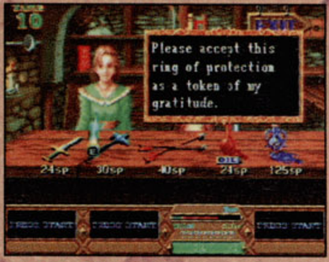

What luck! I was about to settle for a mere morsel but an entire feast has come right to me!

You meet hideous creatures, such as the Manticore.



PROTIP: Watch the Manticore's shadow to closely predict where it will land.

The action is not as fast as it could be, but it's furious, smoothly controlled, and intuitive. You get a four-button layout including Jump, Attack, Special Weapon, and Item Select. This configuration allows for some great moves such as dashing, crouching, and blocking, while still offering a flexible and easy-to-use weapon and item inventory.

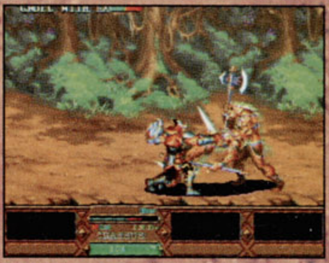

Please accept this ring of protection as a token of my gratitude.

PROTIP: If you rescue this young lass, talk to her at the shop. Keep inquiring and you'll be rewarded soon.

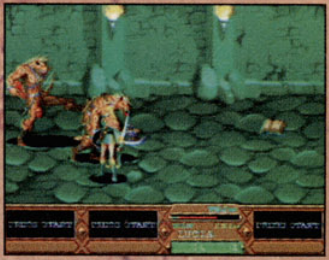
Once you know the layout of the buttons, you'll find that switching between oil and arrows or between a lightning bolt ring and a healing potion is no problem! On the action side, the hits occasionally feel sluggish and the swordplay could be smoother, but there's extraordinary depth, and you'll even find some sweet combos if you experiment enough!

Not Just an Adventure, a Campaign!

Unlike other linear scrollers, D&D takes you on a long, complicated, and replayable journey. There are plenty of forks in the road as you converse with villagers, choosing to help some of the NPCs and dis others. Your fate is at least somewhat of your own choosing!

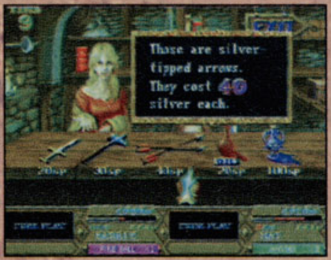


D&D is not just a role-playing game. Get ready for some hot hand-to-hand fighting action!



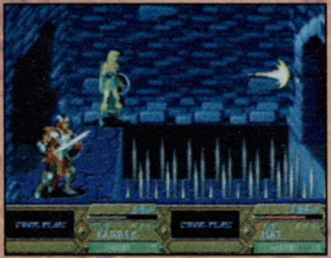
PROTIP: When you're invisible, monsters can't "see" you until you make contact. Go for a heavy-hitting backstab!

The layout of the mazes and dungeons is most impressive, especially since you'll encounter traps and tricks straight from D&D. Tapped chests and trap floors, illusionary walls, deadfalls, and secret passages will take actual skill and thinking to find and overcome. The environments take you on quite a foray through the Known World, including a ship, villages, caverns, a deep well, and the final tower.

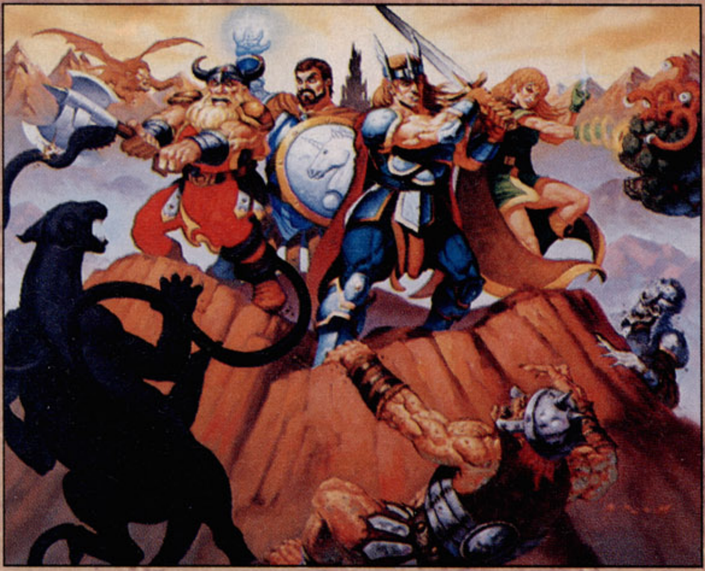


These are silver-tipped arrows. They cost 40 silver each.

PROTIP: Pool your gold so everyone can buy items. Put your hand over their hands and hold down the Fire button to share the wealth.



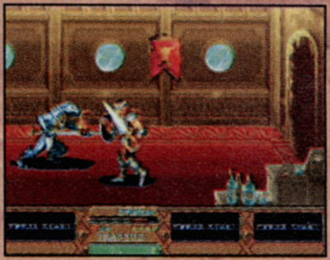
PROTIP: Toss a dagger over this pit. If you hit the switch, you'll close the pit.



Particularly impressive are the monsters, which seem to have sprung to life from Elmore's and Easley's sketches. From mammoth Beholders and Manticores to pesky Kobolds and those ever-buzzing Stirges, the best of the Monster Manual is here. And what would D&D be without Dragons – big ones, with really bad breath...

Welcome to the D&D World

The graphics and sound portray an animated window into a world most of us have seen only in our imaginations or fabulous TSR art books. The art combines fine animation with the distinctly American style originated from TSR D&D adventures. Many of the cinematics have a rich tapestry quality.

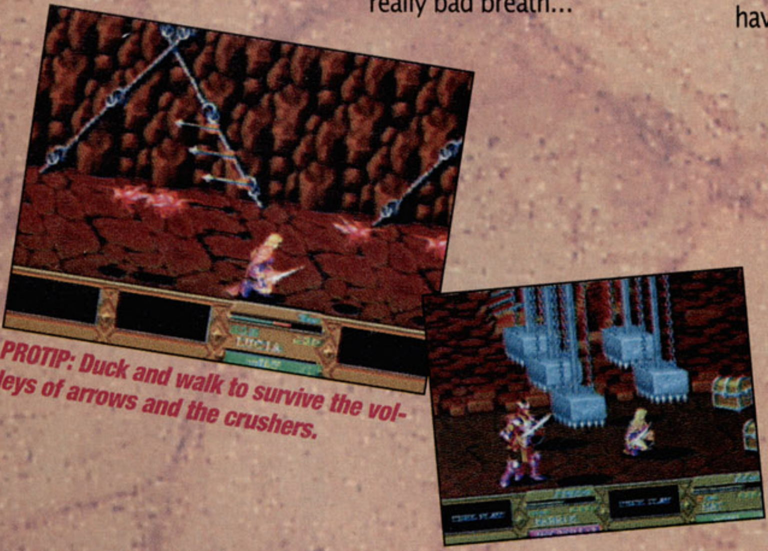


Monsters bad. Oil good!

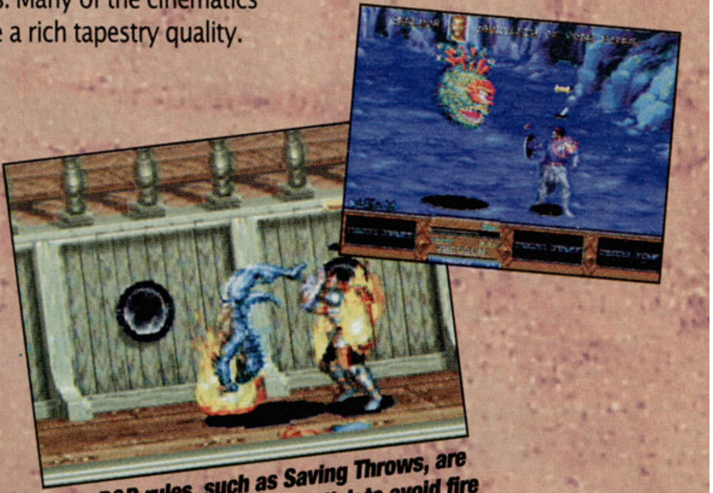
The music weaves an enchanting spell, too. The clangs of swords and explosions of Fireballs resound on the speakers. The voices are pretty compelling overall, but if you beat the game, get set for some corny voices at the end.

Go for the Monty Haul!

Tower of Doom is dungeon-crawling hack-n-slash at its finest, but isn't that what a D&D RPG boils down to? This game will drain your quarters faster than a Lich drains levels, but it's worth it when you see all the complexity that only a true RPG could inspire. **G**

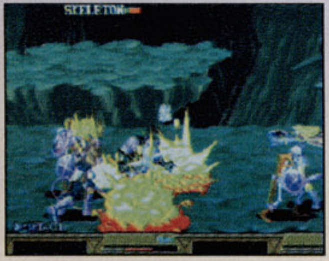


PROTIP: Duck and walk to survive the volleys of arrows and the crushers.

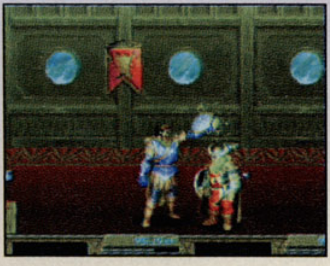


Even D&D rules, such as Saving Throws, are incorporated. Shake the joystick to avoid fire or petrification!

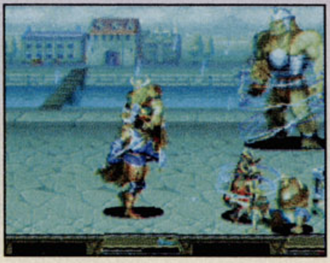
Magic and Cleric Spells!



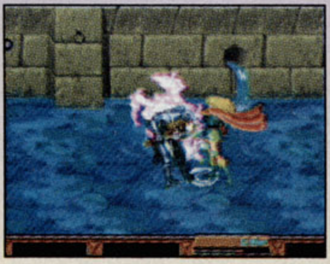
Fireball



Shield

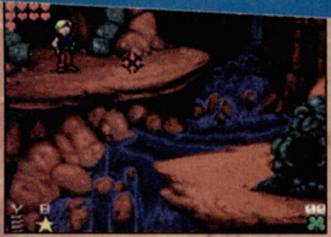


Hold Person

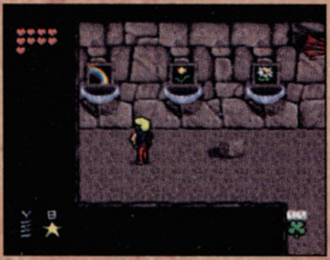


Polymorph Others

The Dwarves' Tunnels



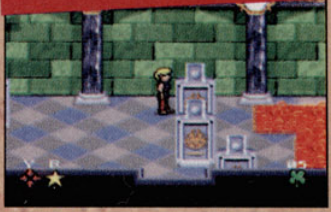
Grab the Dwarves' key first. It allows you to reset puzzles in the maze. Take the key and walk into the tunnel.



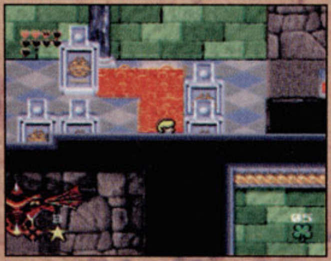
Walk left and you see three stone basins. Water from the waterfall, the fairy pond, and the stream must be poured into the corresponding basin.

After you pour in the water, the guard fire dies down. Head up and to the right.

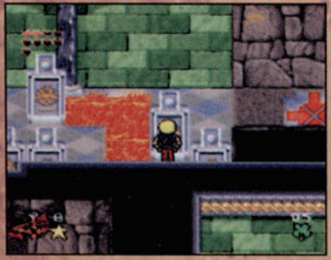
Room One



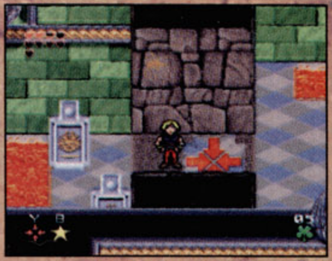
Push the top stone block once to your right, and press down the middle block.



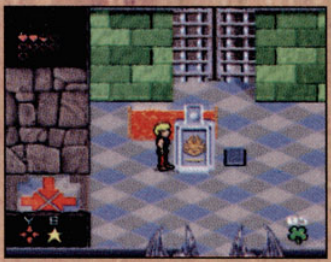
Now go right and push this stone to the right.



Push up on this stone.

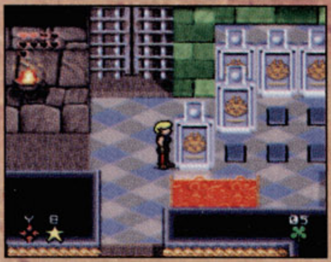


You made it to the first reset circle. When you hit the reset key, you'll end up here.

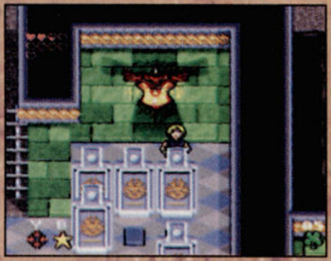


Move this block to the right, so it rests on the floor button.

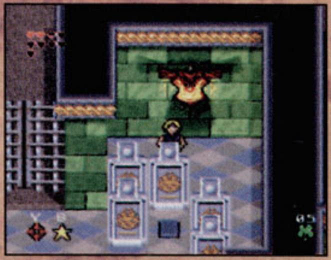
Room Two



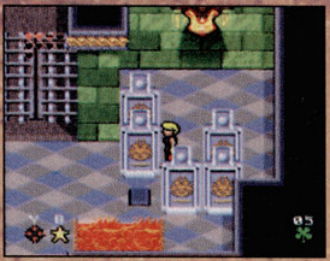
In this room, start by pushing the block three spaces over to the right.



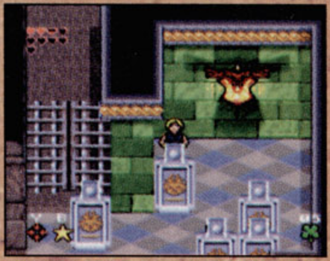
Next, move this pillar down one space.



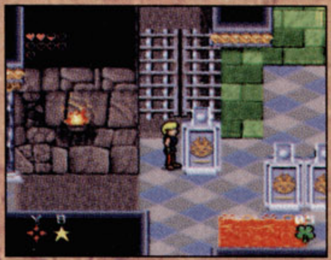
Your next move is to push this block down two spaces.



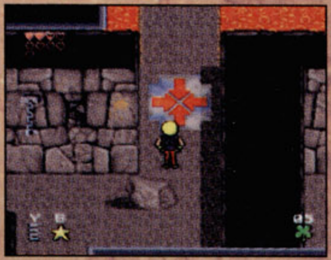
Move this block two spaces to the left.



Then push this block down two spaces.

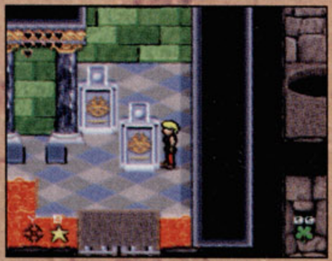


Move this block two spaces to the right. You'll open the door above you.



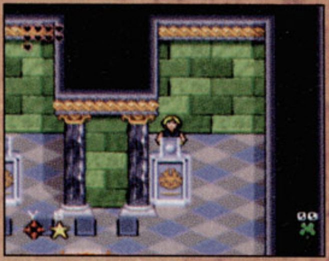
Travel upward and you'll see the next reset circle. Avoid the room to your left for now and travel upward again.

Room Three

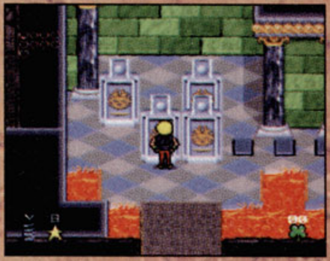


Push this block five spaces to the left, then push it up one more space.

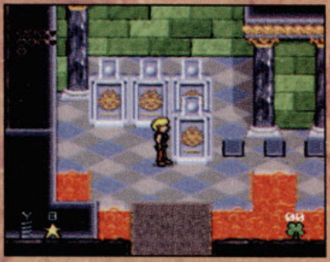
You Stra



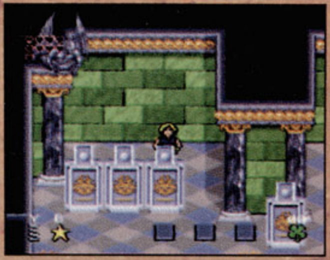
Now push this block down one space, then four spaces to the left.



Move the block on the left up one space.



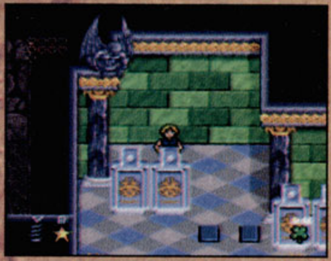
Now push this block three spaces to the right.



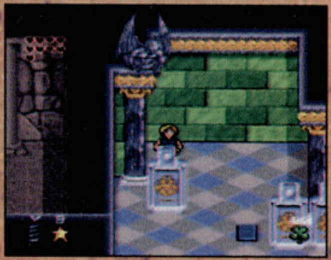
Drop this block down one space, then move it two spaces to the right.

ng Merlin tegy Guide

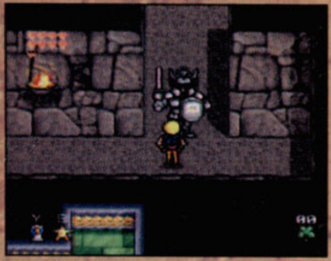
By Lawrence of Arcadia



Push this block down one space, then two to the right, as well.

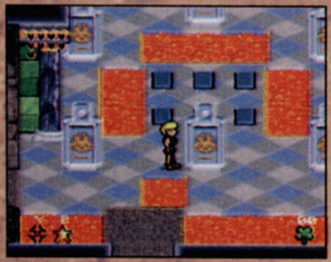


Now drop this block down one, then two to the right. Head out the door to the right.

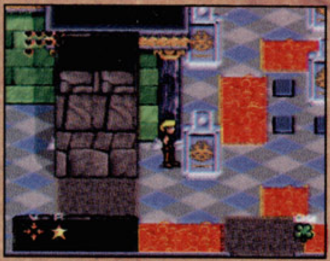


The Knight won't let you through. Go back to the first reset circle, then walk right.

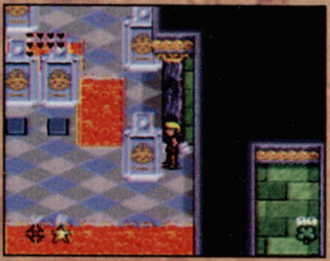
Room Four



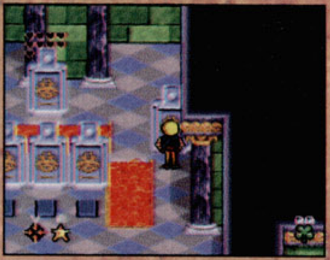
When you reach this room, push the block right one space, then left one space, and up two spaces.



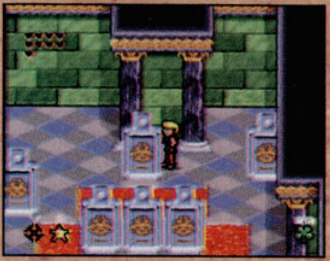
Now move the block to the right four spaces, then get around it and move it up two more spaces.



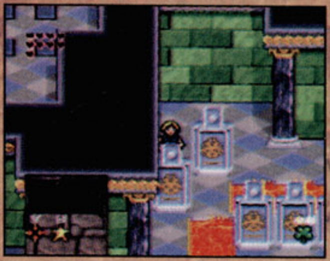
Push the block to the left three spaces, up one space, to the left one space, and up once more. You should now have three blocks sitting in the top row.



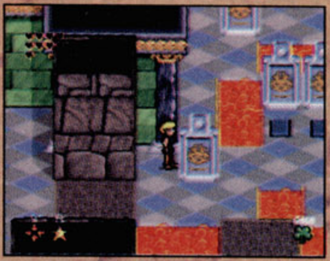
Move this block up one space.



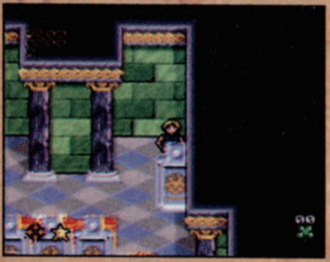
Go around to the left and push this block left two spaces.



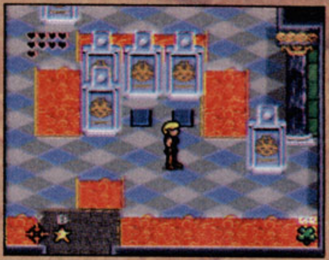
Move this block left two spaces.



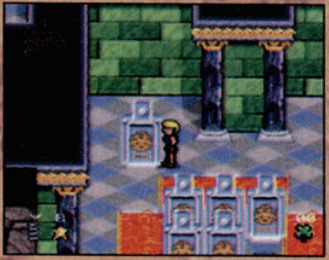
Now go around to the right and move that same block four spaces to the right. Go back around to the other side of the block and move it left one space, then up one space, then left again.



Now move the block down four spaces.



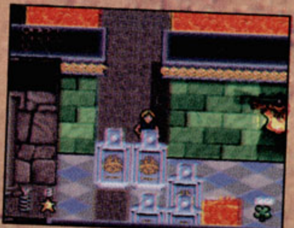
Now go around to the left and push the block three spaces to the left, and up one space.

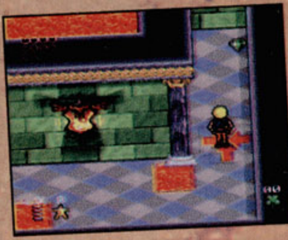


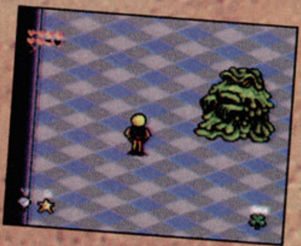
Now for the last block. Move it left one space, then down four spaces. Go around to the right and move the block right four spaces, and up one space.

NEXT MONTH: Into the Pit.

The Riddle's End







The door below you opens, but it's blocked. Get into the room below you from the left and move one of the blocks. Then get back to this room and free the door by moving this block down.

Go to the right to find a reset circle and a Green Gem. Return the gem to the waterfall and you'll be given the Mirror. The Mirror enables you to duplicate yourself and fool your enemies.

Use the Mirror on the Slime Boss when he breaks down into globs of slime. When the slime goes for your double, attack it. After he's defeated, grab the key.

Find the Knight and fool him with the Mirror to gain entrance to the last hall.

Unlock the prisoner, and jump into the pit.

Future Fantasies

King Arthur & the Knights of Justice

Based on the cartoon show, King Arthur is an action/adventure fantasy starring a football team transported back in time by Merlin. The cart packs 16 megs and 11 characters to play in an angled overhead perspective.

King Arthur & the Knights of Justice
By Enix
Available Spring '94

Gaia

From the developers of SoulBlazer and ActRaiser, Gaia takes you through a striking spin-off of the SoulBlazer world. The game has action/adventure combat and some huge worlds to explore. Battery backup and 16 megs don't hurt, either.

Gaia
By Enix
Available Spring '94

Breath of Fire

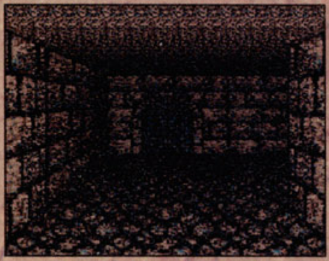
Breath of Fire
TM
PUSH START
© CAPCOM CO., LTD. 1993

Square brings us a gem for the SNES that they imported from Capcom of Japan. In Breath of Fire, eight warriors are awakened from their peaceful slumber by an evil sorceress and her host of dragons.

Using the Six Keys, the heroes must banish the Night Dragons and their mistress in this overhead-view straight RPG. Final Fantasy-style game play offers many hours of exploring and some light humor, too.

Breath of Fire
By Squaresoft
Available Spring '94

Wizardry V: Heart of the Maelstrom



A chest! You may:
♦Inspect
Calfo
Disarm
Open
Leave alone

The oldest computer RPG series is resurrected onto the SNES, at long last. After Ascii's Wiz I and II releases on the NES, parts III and IV have been skipped, and hey, here's Wiz V from Capcom.

The story picks up with Llylgamyn in trouble once again. The powerful Orb has disappeared, the gatekeeper's been kidnapped, and the Maze is crawling once again. You roll up traditional D&D-style characters in eight classes, visit Gilgamesh's tavern for a respite, then descend into the 3D depths (wire-framed or filled, your choice).

Look for a full breastplate-full of dungeon crawling, door bashing, and Tiltowait monster-nuking. I wonder if Identify Item #9 still works?

Wizardry V: Heart of the Maelstrom
By Capcom
Available March

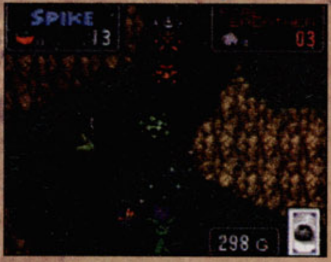
Brainlord

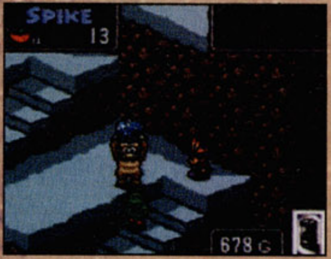
From the producers of The 7th Saga, Brainlord advances the futuristic motif by sending you to another planet. Look for lots of puzzles and hopefully a little less combat.

Brainlord
By Enix
Available Spring '94

Spike McFang

SUPER NES


SPIKE
13
03
298 G


SPIKE
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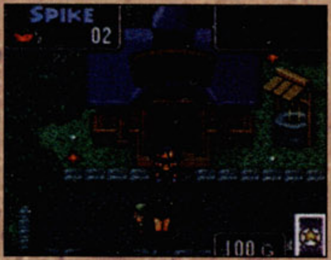
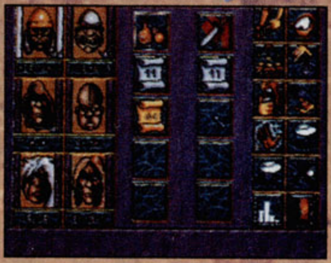

SPIKE
02
100 G

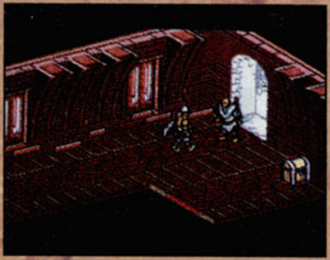
Here's one for your little brother or sister who can't seem to grasp the depth of RPGs, but who want all the excitement of battle. Spike McFang is a colorful, playful game with many RPG elements. There are hit points, character points, and magic spells. Take this small warrior on his quest to defeat killer garlic and a cellular-phone-wielding vampire.

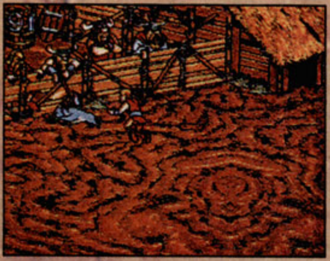
Spike McFang
By Spectrum HoloByte
Available First Quarter '94

Heimdall

SEGA CD

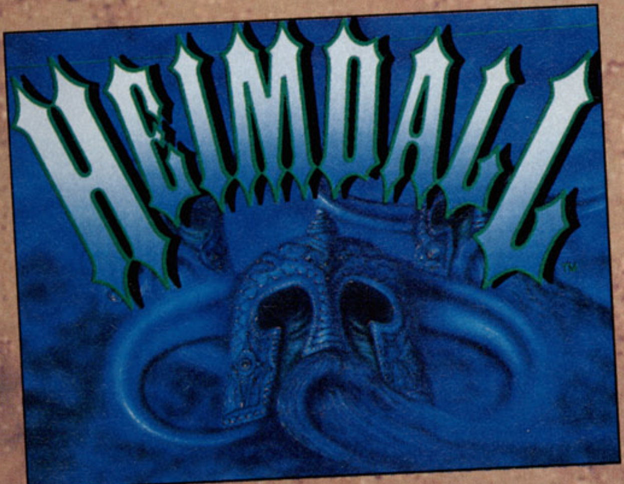






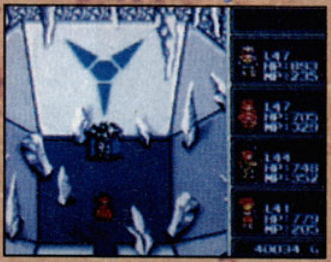
Heimdall is back after a long hiatus at JVC. This RPG looked great in its first inception, and looks even better now. The game has a three-quarter overhead-view playing field and features solid graphics, plus lots of RPG and puzzle elements reminiscent of Zelda. Let's hope that Heimdall doesn't get put back in the tomb.

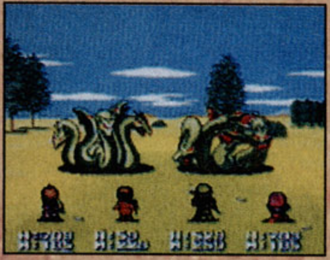
Heimdall
By JVC
Available March

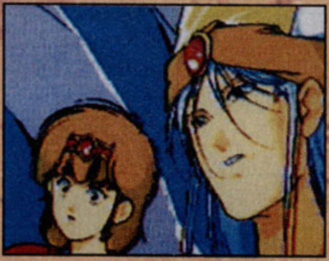


Vay

SEGA CD





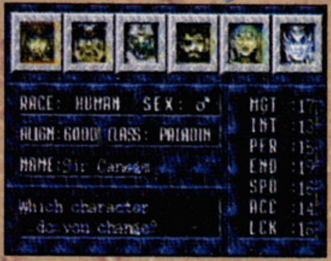


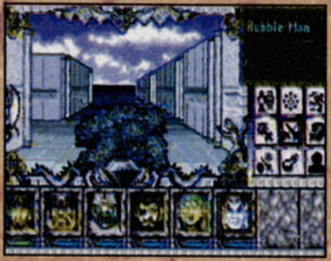
Working Designs has been busy ever since the monumental success of Lunar, their first Sega CD RPG. They're following that hit with Vay, another RPG that looks more colorful and has a much stronger Japanese influence. There are fantastic, lengthy cut-scene animations, and we've been told that this one should be a little easier to play than Lunar.

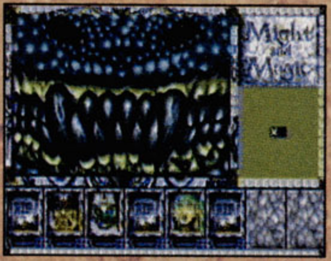
Vay
By Working Designs
Available First Quarter '94

Might and Magic III

DUO


RACE: HUMAN SEX: ♂
ALIGN: GOOD CLASS: PALADIN
NAME: Sir Caneggs
Which character do you change?
MGT
INT
PER
END
SPD
ACC
LCK




Might and Magic

The lineage of this expansive RPG series is continued on the Duo. Might and Magic III now gets the full treatment with CD sound, and an extensive land to roam around in. This game looks even lengthier than its predecessors. The story line follows that of the previous M&M III on the Super NES, and with the memory capacity of Super CDs, you'll probably see even more monsters and mayhem than before.

Might and Magic III
By TTI
Available March

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AND
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TETRIS 2

By Bonehead

The all-time classic puzzler is back on the Game Boy. It's bigger, tougher, and even more fun than the original. Tetris players of the world, unite!

T2: Judgment Day

The concept of the first Tetris was unbelievably simple, but amazingly effective: Arrange groups of falling blocks into horizontal rows across the screen. Complete a row and it vanishes; otherwise, incomplete rows stack up until the screen is filled and you experience Tetris Arrest. In Tetris 2, you still arrange those groups of falling blocks, but this time you make horizontal rows *and* vertical columns. Added into the mix are Fixed Blocks, which are already in place on the Field as you start, and Flash Blocks, which blink at you and can eliminate all Fixed Blocks. Smooth, responsive controls ensure quick rotation and accurate placement of the falling Blocks.

As in last year's NES version, Tetris 2 also enables you to play against another player, if you have a Game Link cable, another Game Boy, and a second copy of the game. Unlike the NES version, on the Game Boy you see only one Field – yours – rather than yours *and* your opponent's side by side. The Game Boy's inability to show both Fields at once somewhat diminishes the excitement of Versus competition.

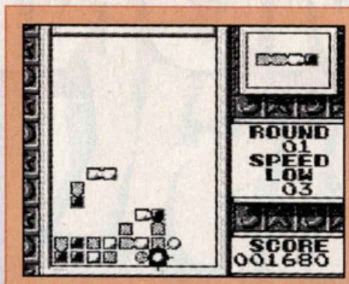
Talkin' Tetris

The graphics will be instantly familiar to anyone who's played the original. The game has a clean, spare look that's uncluttered by any decorative flourishes or cute characters. The graphic simplicity enables you to instantly identify the shaded blocks and focus on strategy.

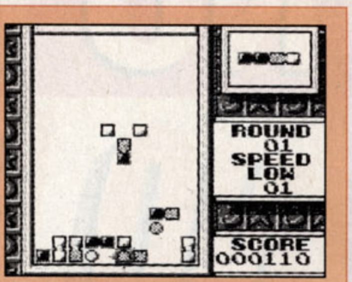
Three types of bouncy music accompany the action, with an Off switch available. You get some sound effects, but they don't add much; this isn't a game to listen to, it's a game to play.

Puzzle Perfection

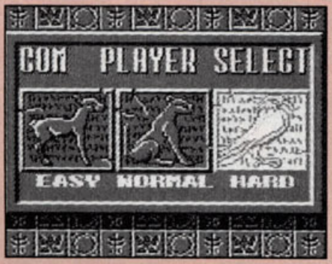
As good as Tetris was, the sequel is even better. There's more of everything – more strategy, more blocks, and more fun. Your only problem will be finding more time, because once you start this addictive game, it'll be hard to stop. G



PROTIP: Beginners can try grouping the falling blocks in one corner, which will make it easier to link up vertical and horizontal groups simultaneously.

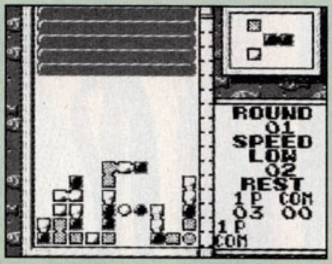


PROTIP: Until you master the game, it might be easier to sweep across the board from right to left (or vice versa) to eliminate the blocks.

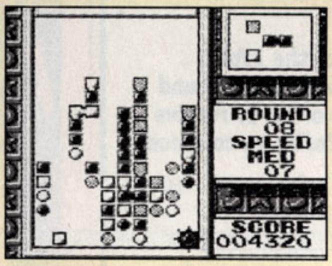


PROTIP: If you think you can beat your opponent in the two-player game, raise your Speed setting. It's risky, because blocks will fall much faster, but you can eliminate them faster, too.

PROTIP: The CPU is a fast opponent. It drags its falling blocks down quickly, so you should practice doing the same.

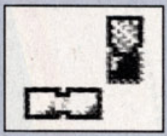


PROTIP: When there's a horizontal bar across the ceiling, you can't drag down your falling blocks quickly. Raise the bar back up by eliminating Flash Blocks.

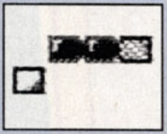


PROTIP: Don't quit, even if it seems like defeat is imminent. There's always the chance that you might connect six same-colored blocks together, which completely rearranges the Field in your favor.

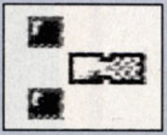
Block Party



When they contact other blocks on the Field, falling blocks shaped like this…



…this…



…or this will break apart at the "hinges." Learn to identify these special blocks instantly when they start to fall, and try to drag down the broken sections to strategic locations.

Game Boy Game ProFile

Tetris 2

(By Nintendo)

You probably loved the first Tetris, one of the most popular puzzlers ever. The sequel is better, tougher, and more exciting. Take time for Tetris 2!

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.5	INT. Intermediate

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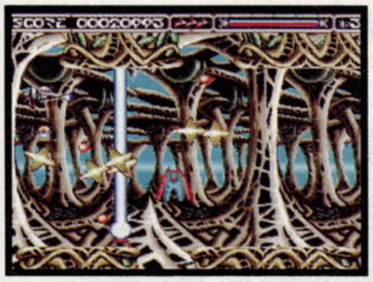
Action

2 players
(with Game Link Cable)
Side view

Now available, the trick shooter designed by Syd Mead.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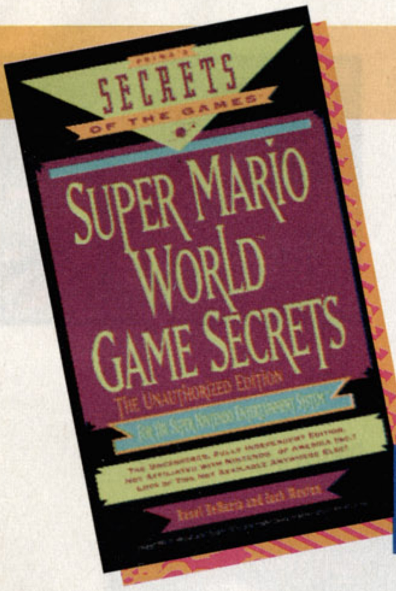
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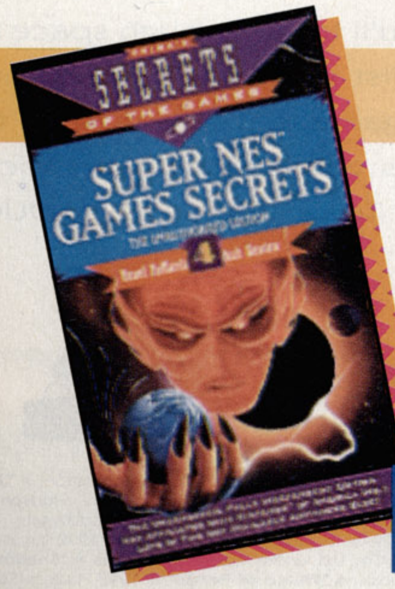
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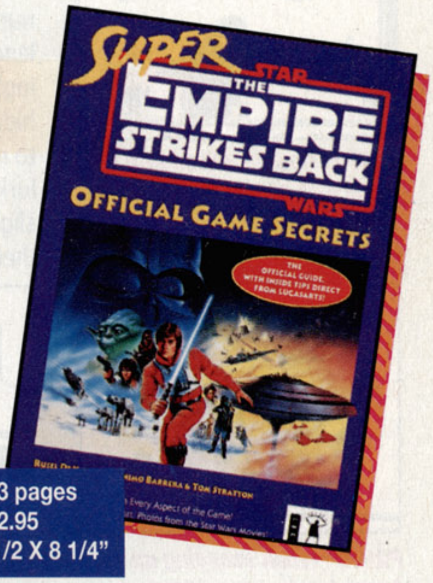
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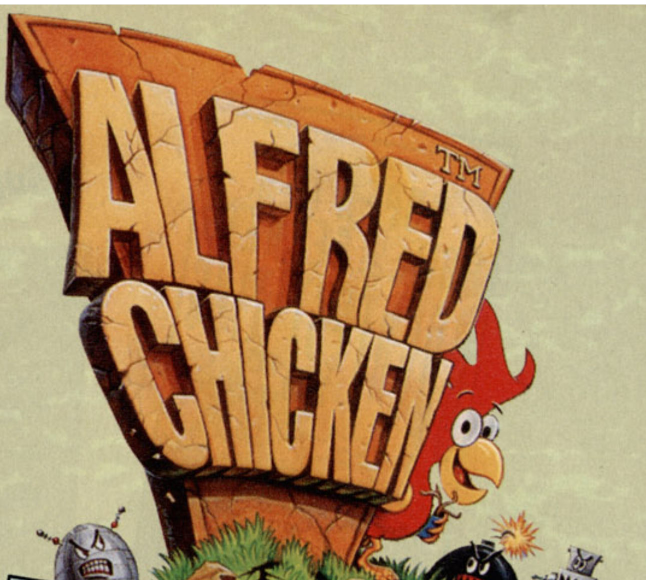
PROREVIEW

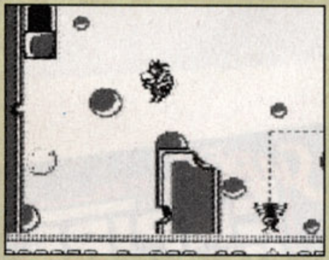
Game Boy



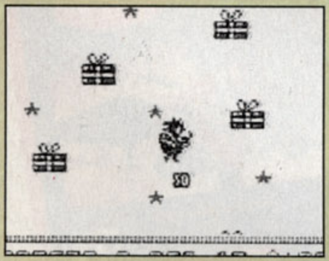
ALFRED CHICKEN™

By Lance Boyle

After winning over the critics on the SNES, Mindscape brings its hop-n-peck show to the Game Boy with equal success. A few plays with this bouncy bird, and you'll be servin' up Alfred Chicken for hours.



PROTIP: Bounce Alfred into this upper-left corner of Stage 1 to uncover a previously hidden passage.



PROTIP: When scooping up airborne treats, keep Alfred ascending in a fairly straight vertical line. He's a feeble flier, so you can't swing him efficiently across the screen.

Game Boy Game ProFile

Alfred Chicken

(By Mindscape)

If you're a bouncin' fool, this cheerful platform-jumpin' chicken will be a fowl-weather friend. Plenty of levels and precise controls make this game finger-lickin' good.

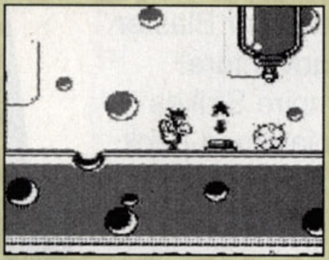
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.5	3.5	4.0	3.5	Intermediate

$29.95
Available now
Action
1 player

11 stages
Side view
Multi-scrolling

Chicken Wings

The bad guys are the Meka Chickens, some Eggs have been Egg-napped, and it's Alfred to the rescue. That's the basic premise, but it's really secondary to the action. In fact, there are no plot screens to set up the background, there's just action, action, action. Though the game seems simple at first – bounce and dodge, bounce and dodge, till your thumbs go numb – the game play is challenging. The stages are increasingly complex mazes, with hidden rooms and tricky traps to ruffle your feathers. Enemies lurk everywhere, and the slightest contact with any of them will cook Alfred's goose.



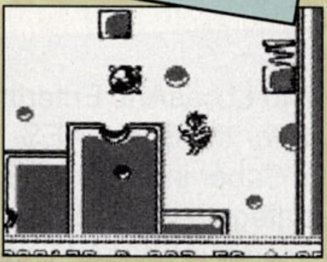
PROTIP: After dive-bombing all nearby enemies, peck at all the On/Off Blocks you find. You nearly always need 'em.

Adding to the challenge is Alfred's own ineptness. His main weapons are a dive-bombing attack and an up-close peck that's barely strong enough to pop balloons. And, like all chickens, Alfred's flying ability is pretty weak – it's more like a fluttering ability. With no passwords to help you, you'll be cryin' "Fowl!" a few times. To his credit, Alfred's a nimble bird when he's jumping and dive-bombing. Not only can he bounce with the best of 'em, but the game's crisp controls give you pinpoint precision landings.

Alfred Comes to a Feathery Finish

Shake...

...and bake!

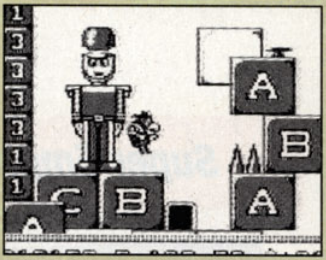


PROTIP: Fly over or around these moving Mines, and you won't activate them.

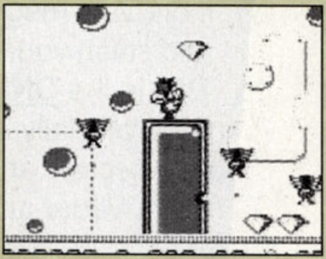
Alfred's Appearance and Audio

Alfred does his bouncing in appealing cartoony worlds. The backgrounds aren't as dense with detail as the best Game Boy games, but they're attractive, nonetheless. Some fine touches – like Alfred's funny expressions and the sniffing snouts of Stage 1's wind-up beasts – add to the game's humor.

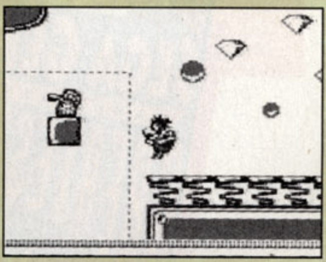
The sounds keep the cartoon atmosphere zipping along frenetically. A little goes a long way, however, so you might be turning down the music after awhile. Lots of boings and bangs effectively punctuate the springy action.



PROTIP: To find a door, drop to the right of this Stage 2 soldier.



PROTIP: Quickly figure out which critters are enemies. These scary-lookin' bugs are actually helpful platforms.



PROTIP: To find 1-ups, look for the secret room in each level, and grab the Watering Can.

High Eggs-pectations

Alfred Chicken delivers a quick-bouncing bonanza. This is one chicken that's both tasty and satisfying. **G**

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SP3/94

By Captain Squideo

Micro Machines has charmed gamers in Europe, and now it's racing to America. The concept is simple: You race tiny vehicles on oversized tracks taken from daily life (a breakfast table, a cluttered desk, a sudsy bathtub). The execution is also simple – there are no driver profiles, no statistics, and no car-customizing options. Young gamers will eat up this sugary game, though veterans may get a toothache from all the sweetness.

Drive My Car

Who couldn't smile at racetracks called Breakfast Bends and Desktop Drop-Off? That smile is at the core of Micro Machines' considerable appeal. You race eight kinds of vehicles, from Power Boats to Formula One cars, on 27 different tracks. The vehicles are small, the tracks are big, and the obstacles look like props from one of those *Incredible Shrinking Man* movies. When you race across the desk, for instance, you'll zoom past huge slide rules and notebooks; go over the edge, and you'll plummet to the tiled floor below.

It's a good thing there's charm to spare, because the races aren't that involving. You always start back in the pack against three other racers. The races do get harder as you progress, but most gamers will probably win the early races with ease. The vehicles aren't that different – you don't shoot with the Tanks or bounce around with the Four By Fours. What's more, to keep the races lightweight, there's no clock to inspire you to improve your time. Nor are there on-screen maps or meters.

Game Gear Game ProFile

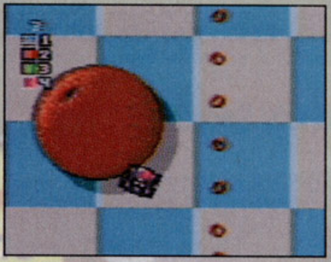
Micro Machines

(By CodeMasters)

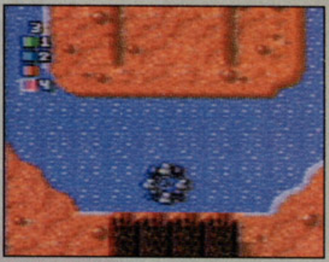
It's a cute idea – mini-vehicles race across oversized backgrounds like bathtubs, breakfast tables, and pool tables. Simple game play gives this the checkered flag for younger gamers.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	3.5	4.0	Intermediate

Price not available
4 megs
Available March
Multi-vehicle racing
2 players (Gear-to-Gear cable not required)
27 tracks
Overhead view
Multi-scrolling

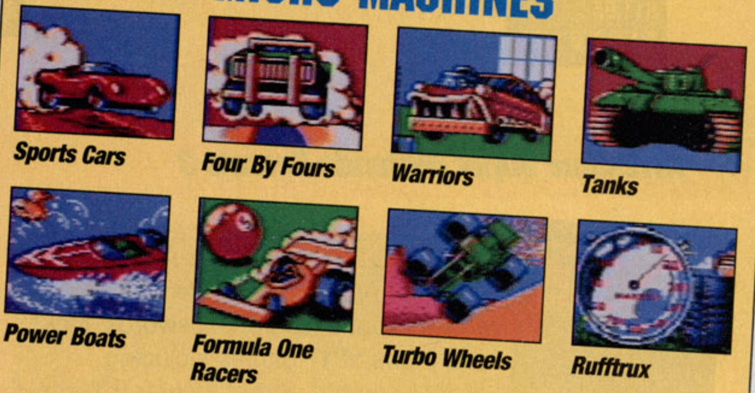


PROTIP: Don't take too many shortcuts outside the designated track. If you wreck or go off a ledge, you'll start back where you originally left the track.

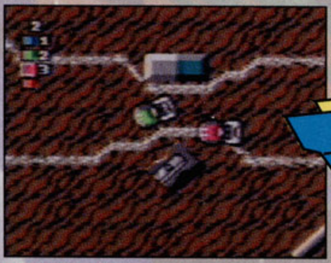


PROTIP: If you wipe out near a Sandy Straights ramp, give yourself enough room to build up speed as you approach the ramp. Go too slowly over the ramp and you'll plunge to your doom.

MEET THE MICRO MACHINES

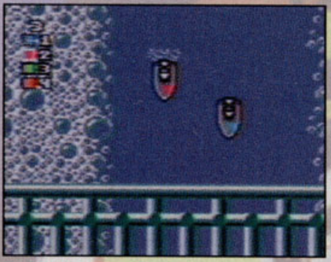


Sports Cars
Four By Fours
Warriors
Tanks
Power Boats
Formula One Racers
Turbo Wheels
Rufftrux



PROTIP: You can bump opponents without taking damage. Just don't bump them farther ahead of you!

PROTIP: Don't cut corners or splash through big puddles in the bonus round. You have to stay right on-course to finish.

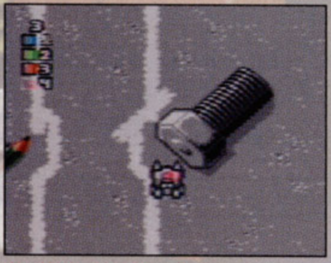


PROTIP: The first time you try a new track, don't immediately jump out in front. Instead, follow the leader through the first lap so you can learn the course.

THE ORIGINAL MicroMachines SCALE MINIATURES

Micro Graphics

The colorful, pleasing graphics have sharp details. The vehicles themselves are color-coded, but it's still hard to tell who's who at a glance. Disappointingly, there are no clever depictions of the inevitable wrecks.



PROTIP: Be able to recognize which objects you can run over and which you can't. In Oilcan Alley, your Warrior rolls right over scattered nails but gets stopped by bolts.

The sounds don't add much. Peppy music propels the action, with the whine of engines, a tinny screech of sliding tires, and the soft BAM! of collisions adding some detail. Overall, the sounds are about standard for the Game Gear.

The Racer's Edge

One intriguing aspect is the ability for two players to share a single Game Gear for simultaneous racing. It's clumsy, though, and you're better off with two systems, two games, and the Gear-to-Gear cable. Still, the two-player concept shows how hard this game tries to please, and it does. For the right racer, Micro Machines is Macro Fun. G

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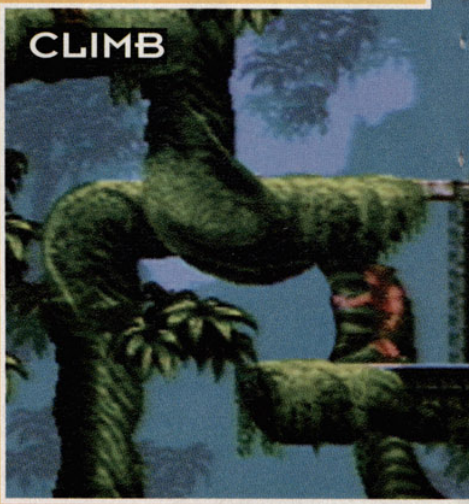

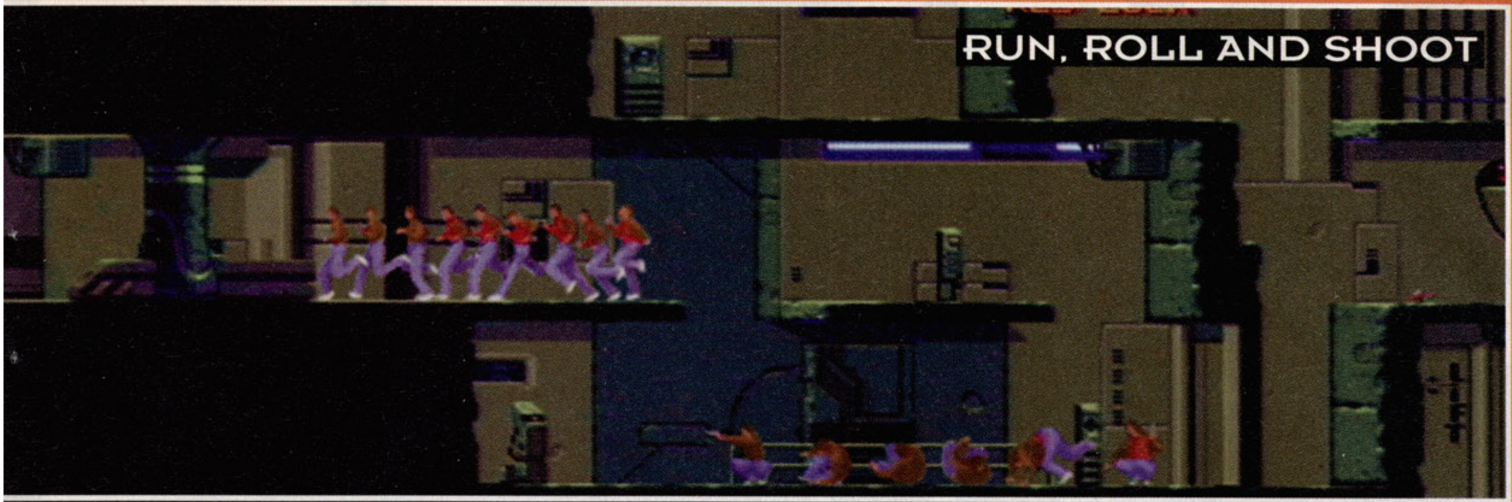
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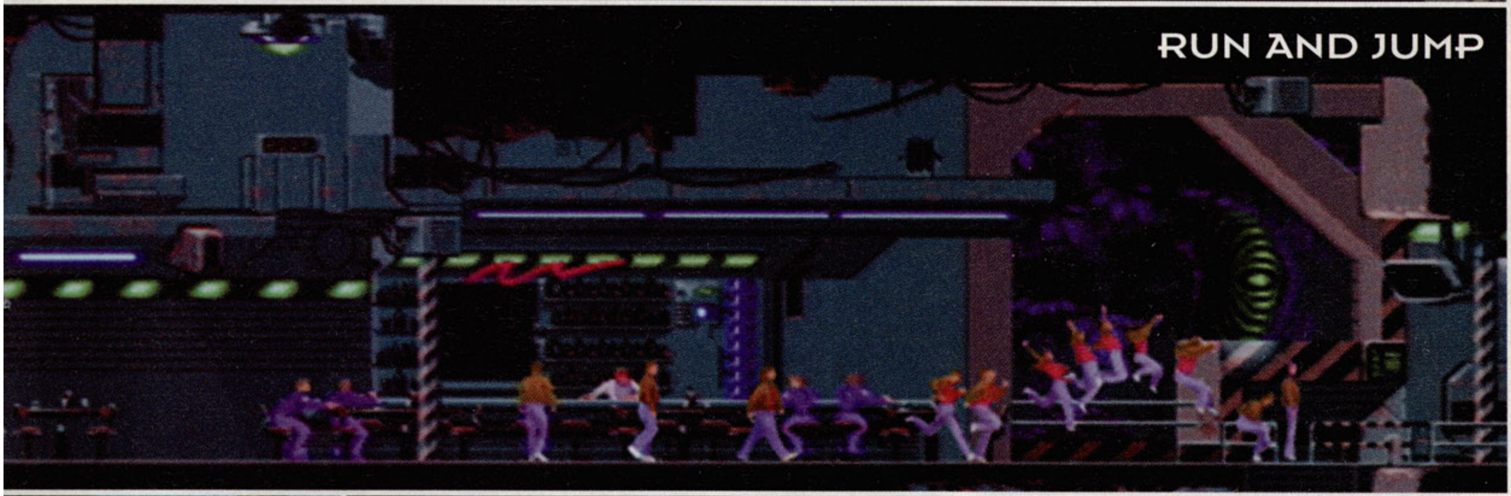
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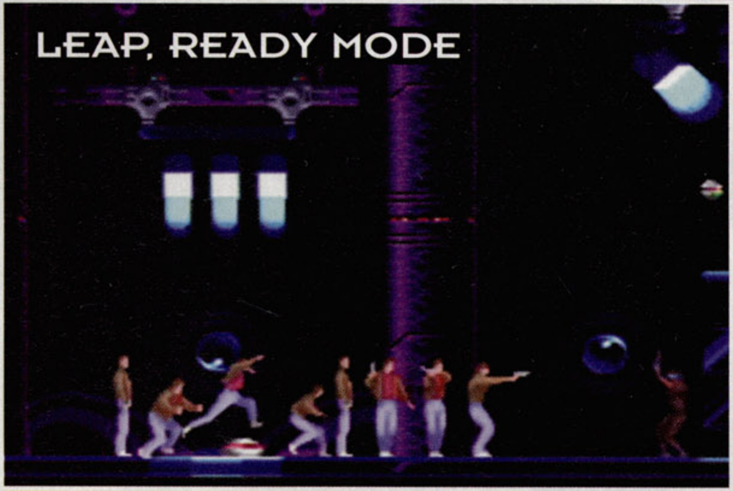
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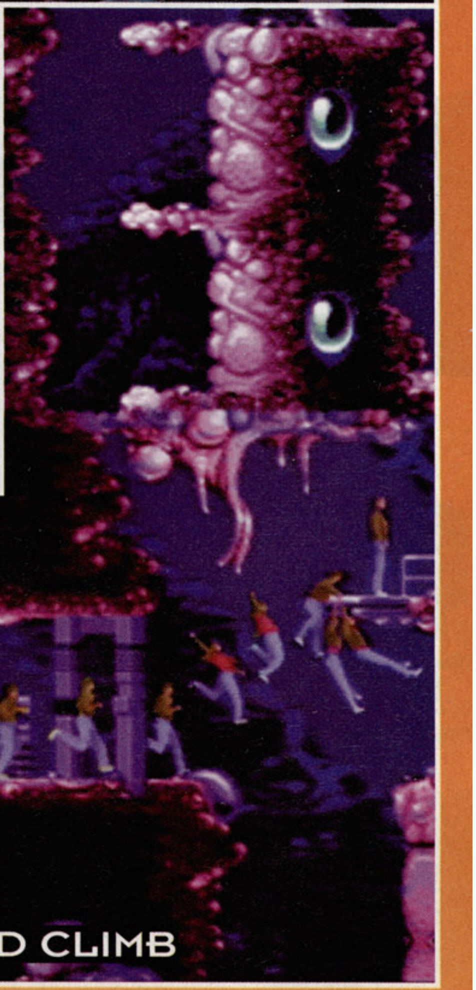
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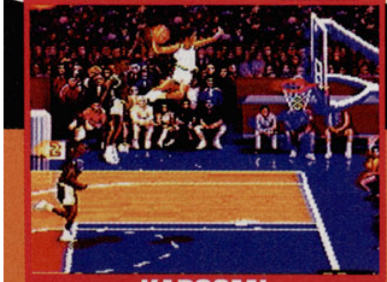
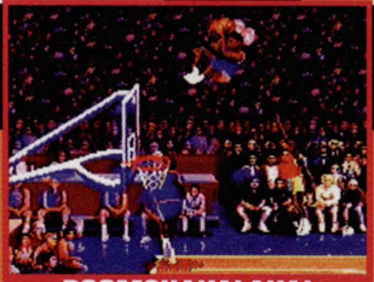
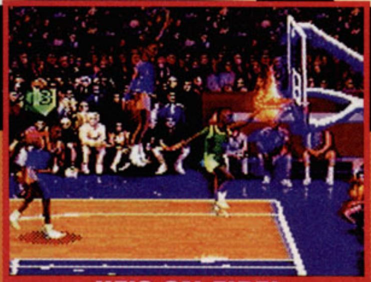


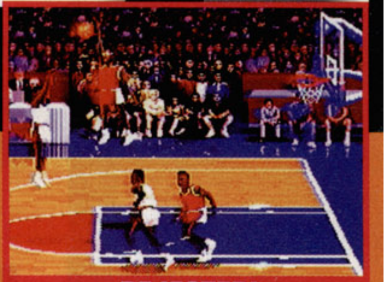
KABOOM!



BOOMSHAKALAKA!



HE'S ON FIRE!



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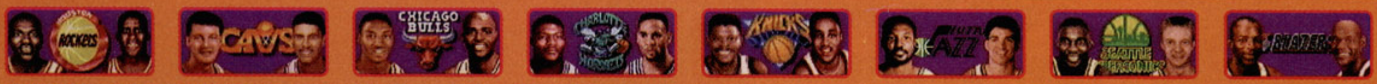

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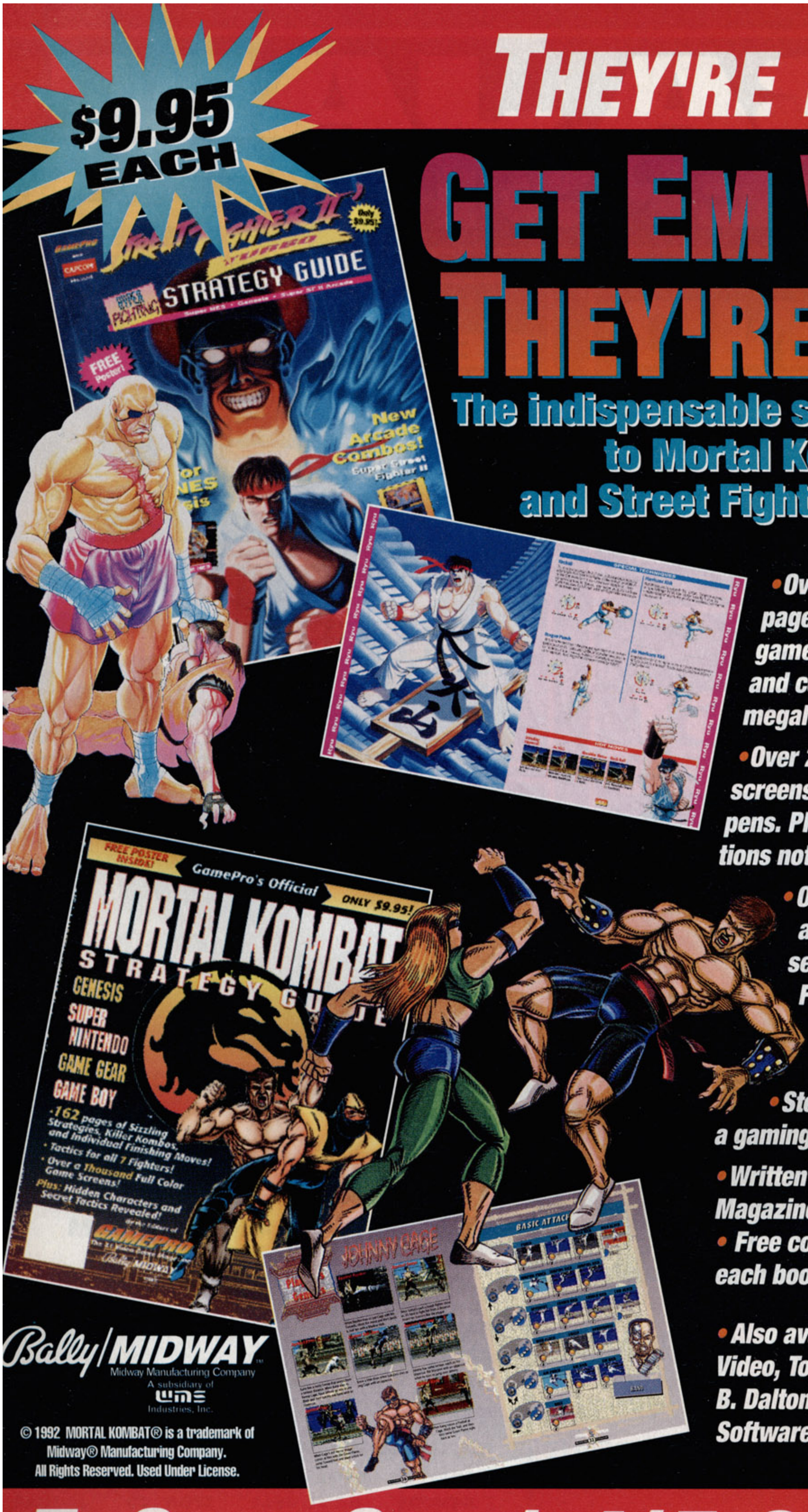

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MIDWAY. Acclaim

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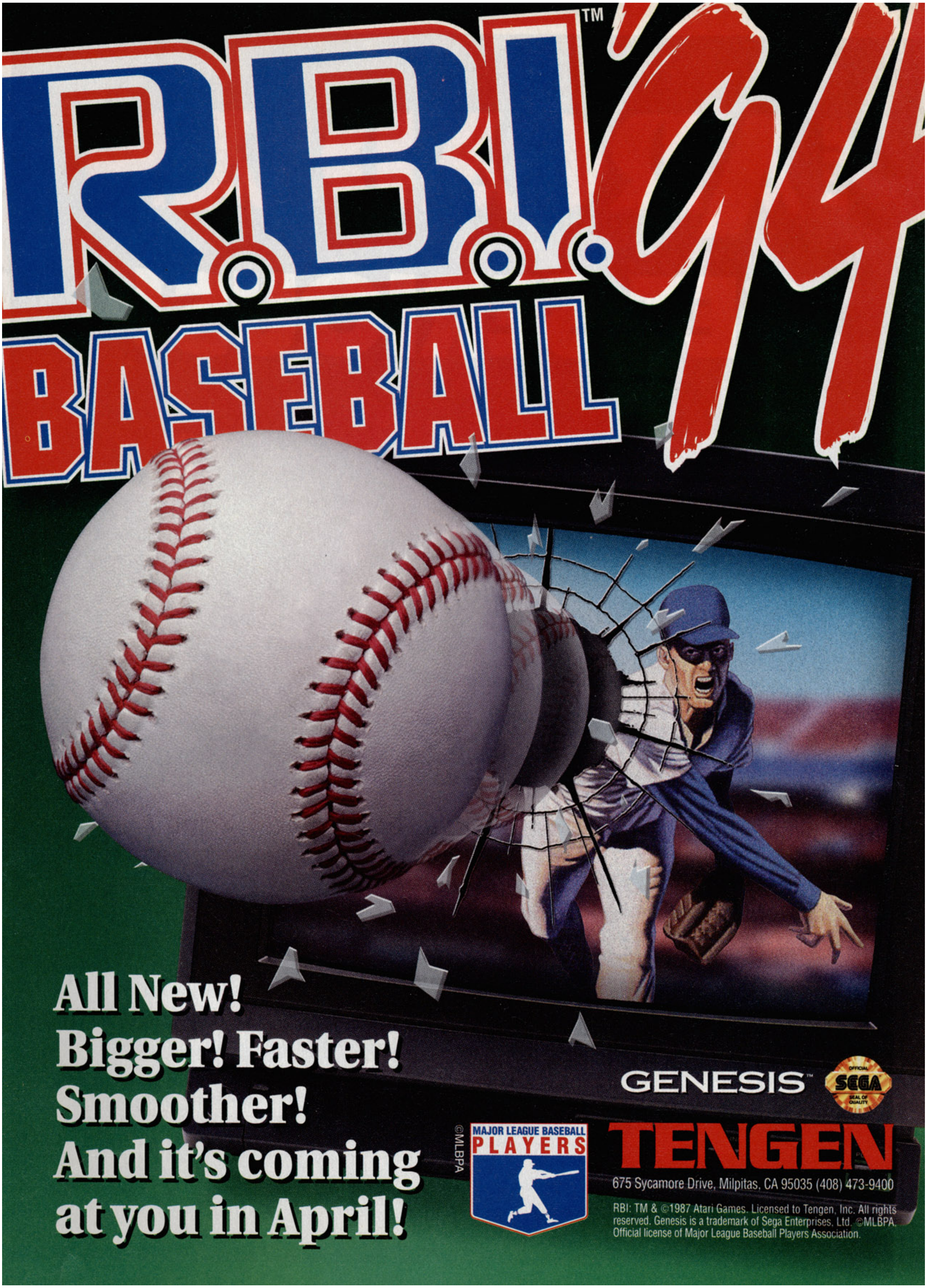
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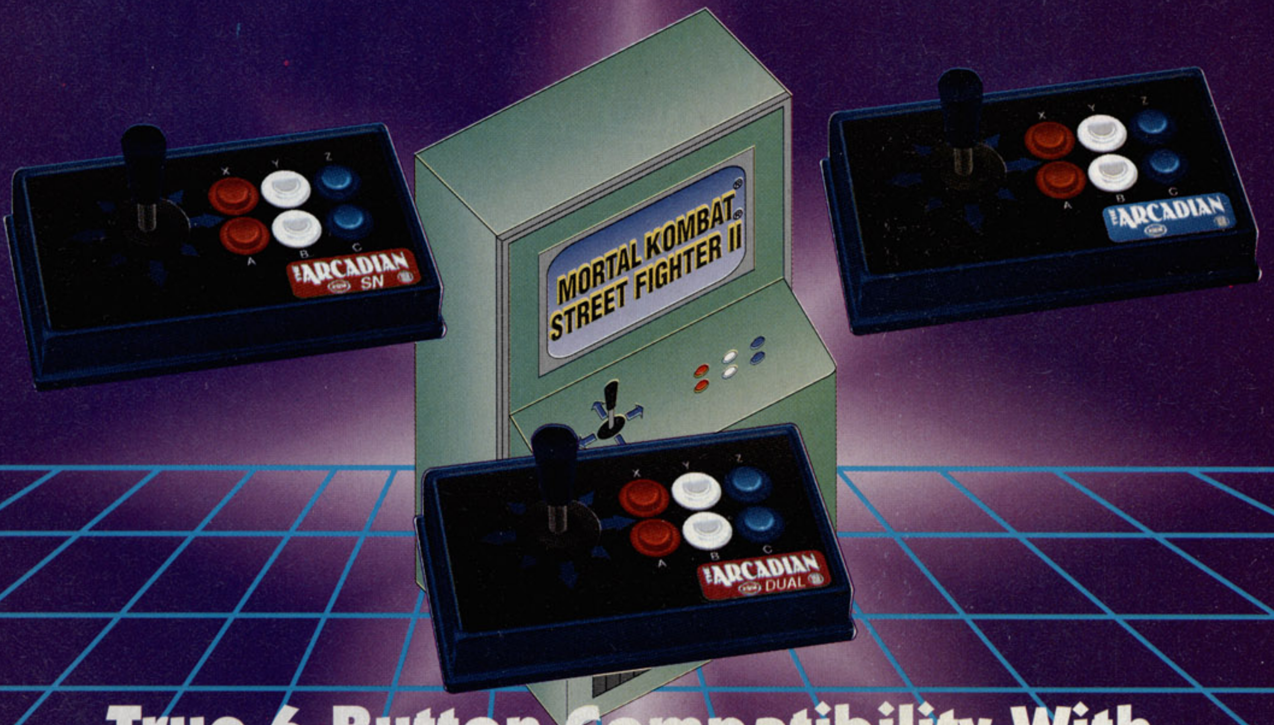

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LAMEPRO

#1VIDEO GAME MAGAZINE

SAMURAI MO-DOWN©

New Characters! New Moves! New Fatalities! Pg. 28

20 NoReviews!

Mortal Wombats • SimSchoolyard NPR JAM • Finally, the Final Fight Virtua Rock Climbing • Mickey's Magical Mystery Tour, Starring Donna Duck and Dennis Hopper Make Your Own Music Video with Roger Clinton • Night Trapper John, M.D. • Super Dress-Up Ken Gun With the Wind: Iran-Contra - The Game • PacMantra: The Meditation Game • Super Bummer, Man • Jurassic Pork and MANY MORE!

LamePro's
EDDY ANDY
Gets Initiated!
Pg. 86

A PIG Communications Publication
April 1994
$99.95 No Sale to Minors

BLAH BLAH BLAH

SHORT POT SHOTS

A Quick Look at Lame New Games!

Stooge Fighter II: Special Chump Edition

Just when you thought there were no more variations possible, along comes the 87th game in the classic Stooge Fighter II series. Yes, you can play as the bosses (even Moe Bison!), and yes, your favorite fighters have all their standard moves like the Two-Finger Eye Poke. What makes this game different from the other 86? Curl Li now welcomes challengers with "Oh, a wise guy!" and then he taunts vanquished foes with "Nyuk nyuk nyuk."

"Oh, a wise Ry!"

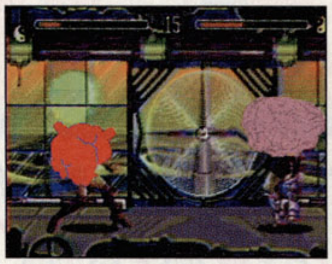
Barney and Butt-Head

Barney and Butt-Head pairs the big, friendly dinosaur with the little not-so-friendly teen for some amusing adolescent antics. The merry escapades soon turn ugly when Beavis returns from the MaxiMart with a jar of steak sauce. Enjoy five levels of frantic hop-n-bop fun as the boys try to catch Barney and serve up a Barney-Q!

I love you, you love me...heh heh, heh, heh.

Internal Champions

Fighting games have come a long, long way, and now they go deep as well. How deep? Howzabout the first Organ Fighting game, Internal Champions? Watch Sub-Hematoma go against anth-Rax or Spleeno vs. Gut-Li. You won't need a blood code, and you really don't want to see what the fatalities look like.



It looks like a gut shot!

Shipping Next Month

- ***Ground Zero, Maine***
- ***NBA Jelly***
- ***The Umpire Strikes Back***

RETURN TO SENDER!

LamePro Readers Speak Out!

Video Violence: A Reader's View

Why are people getting so upset about violence in video games? Video games don't make you more violent, and I'll kill anybody who disagrees with me.

Chuck Steaks
Traylor Pk., LA

I love you, you love me...

There's this black cord that runs from the back of my Genesis. On the end is this metal thing that looks like a fork, except the tine in the middle is gone. I've told all my friends about this, and some of them say that the same thing is on their systems, too.

What should I do?

Michael Dimwatto
Caw, CA

If you find a use for this cord, call us.

(Well, Michael, there are many books that deal with the subject of this "cord" complex you have, but if I were you, I'd look for an empty socket to stick it into – the cord, that is. – The Lab Brat)

On the bottom of my SNES is a sign that says, "Tell no one about this sign. If you tell anyone about this sign, you will be immediately exterminated. Do not speak to anyone of this sign." Then it lists an address in Virginia. Is this just a joke or what?

Clew Les
Braindead, OK

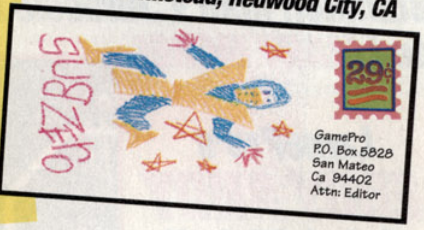
(We don't know if it's a joke or not, Clew, but we sent your address to the people in Virginia just to play it safe. – The Stick Man)

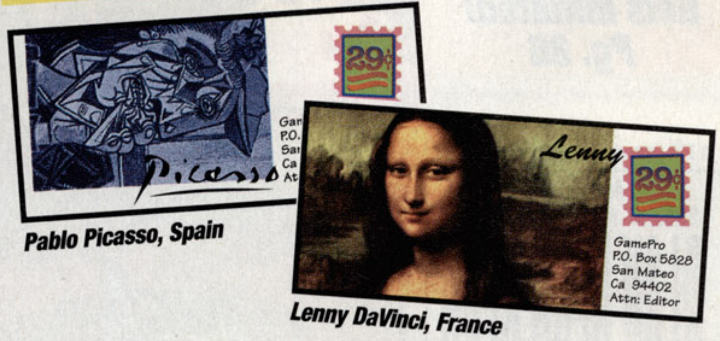
Envelope Art

Keep Up the Good Work!

This month's two runners-ups are Lenny DaVinci and P. Picasso. Unfortunately, they lost out to a crayon drawing of Sub-Zero.

First Prize: Dave Winstead, Redwood City, CA





Pablo Picasso, Spain

Lenny DaVinci, France

NO REVIEW

Super NES

By Scary Mary

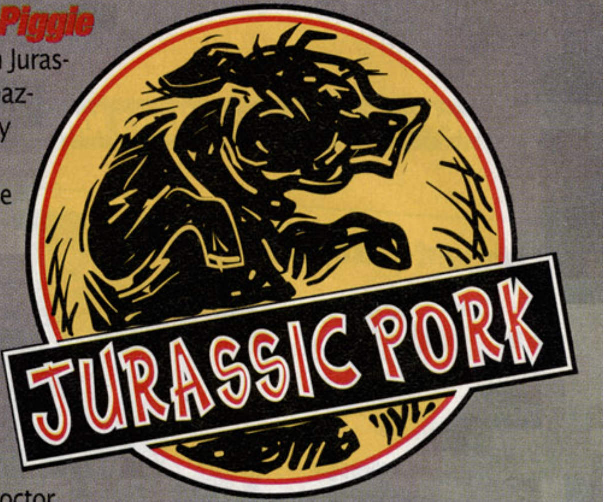
Just when you thought it was safe to go out to the barn...Jurassic Pork waddles along. This awesome, radical, side-scrolling action/adventure barnyard love-story and sad tale of fat on the rampage is finally here for the SNES and it's everything it's cracked up to be.

Oinks for the Memories

In Jurassic Pork, you can play as the terrifying 6000-pound Pigasaurus Rex, or his archnemesis, Jimmy Dean (the pork-sausage king). Battle through two eerie levels (the Barn, and the final confrontation in the Sausage Factory) and also pick up some interesting pork facts along the way. You start with nothing but a roll of bread and some mayonnaise, but along the way you'll find lettuce, tomatoes, and eventually the King of Baloney himself.

PROTIP: Watch out for the sign that says "All Pigs Welcome! Come Right In!" It may be a trap.

PROTIP: See that curly little tail? It's a weak spot. Go for it.



This Little Piggie

The graphics in Jurassic Pork are amazing, even if they are small and hard to see. The graphics in my doctor's office are more exciting than those in this game, but there's no video game based on my doctor, so there.

The sound in this game is truly ground-breaking, but I wouldn't know, since I've been deaf for years. People tell me that every squeal, oink, and "Sooowweeeee!" is crystal clear.

Pork-Free Zone

If you like your pig, stay married to him, but if you like fat on a rampage, then go right out and buy Jurassic Pork. All the love, all the mystery, all the thrills of the rental-only film are right here in this title.

PROTIP: When playing as the Pig, try to avoid the Pork Rinds. They give you gas.

Jurassic Pork

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	Baby

Advertisement

IT'S HERE!

TVVR

Introducing TV-VR, the all-new, totally interactive Virtual Reality headset from MINDGONE. With TV-VR, there's no more messy clean-up, no more stringy cords, no more whining from the FCC that sitting close to the TV can ... oh, well, there's still some of that, but NOW YOU CAN EXPERIENCE THE MULTIMEDIA INTERACTIVITY THAT WAS PREVIOUSLY ONLY AVAILABLE TO SOME RICH KID WHOSE DADDY ALWAYS BUYS THEM ANYTHING THEY WANT, WHILE THE REST OF US ARE FORCED TO STARE AT THE WALLS AND DREAM OF OWNING A GAME BOY AT THE VERY LEAST! ... oh, sorry.

DO YOU WANT ...

... 360 degrees of total sight and sound immersion?

... to be so close to the game's action that you'll die if you stay to the end?

... an all-expense paid trip to Rio de Janeiro?

WELL, GUESS WHAT? WE DO, TOO, BUT WE'RE NOT HOLDING OUR BREATH!

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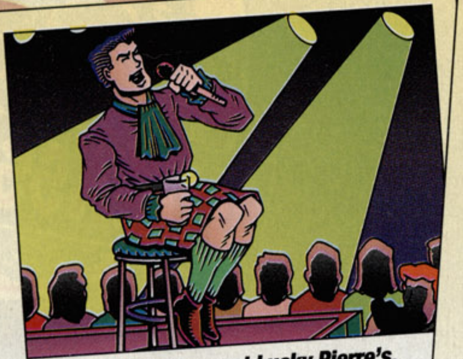
Where Are They Now?

LamePro looks for authors long forgotten.

Rampant Saxon

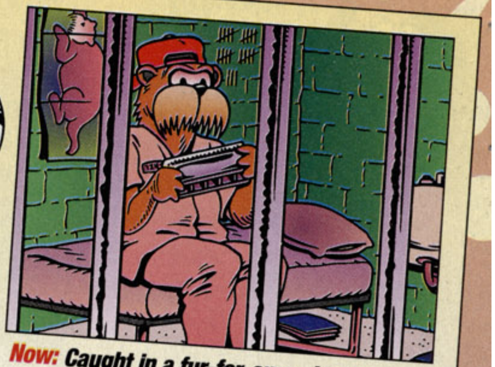
Then: True to his Anglo-Saxon roots, the Rampant Saxon barreled through the pages of GamePro with his head-first style.



Now: Lounge singer at Lucky Pierre's.

Otter Mattic

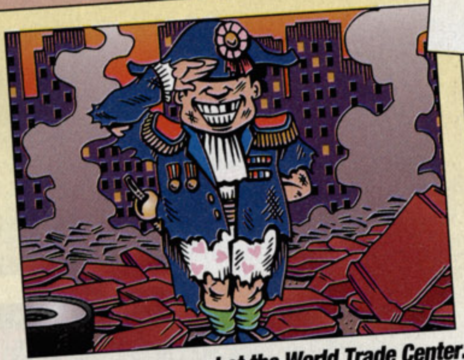
Then: The playful and energetic Otter was a delight to read and a very intelligent mammal.



Now: Caught in a fur-for-arms deal during the Iran-Contra scandal, Otter now spends a lot of quality time in the Sasketchewa Penitentiary System.

Linoleum Blown Apart

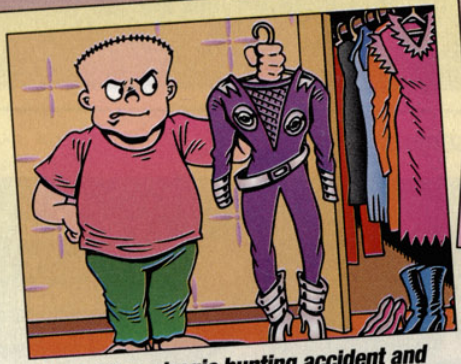
Then: Linny was one of our best writers, but has since moved on to other areas where his explosive personality is appreciated.



Now: Security guard at the World Trade Center.

Sister Sinister

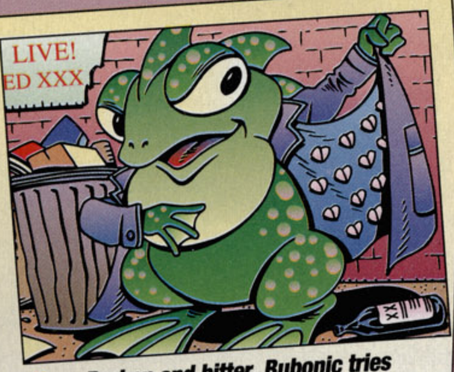
Then: This sly spinster wove her evil web around many a reader, and her reviews brought many followers to LamePro.



Now: After a tragic hunting accident and subsequent operation, she is now known as Bro' Buzz.

Bubonic the BlowFrog

Then: Bubonic tried his hardest to compete with his rival, Sonic. His pal Snails, however, landed a sweet movie contract, while Bubonic was left at the Pond.



Now: Broken and bitter, Bubonic tries to get by selling his newest fast food delicacy, Curly Flies.

Top 10 Rejected Video Game Ideas

1) Marital Kombat with Lorena Bobbitt
2) Jason Goes to Hell: A Reading Adventure for Tots
3) Rush Limbaugh: The Game
4) Let's Talk/Mortal Non-Kombat (approved by Nintendo)
5) Dufia (the first clueless RPG)
6) Romance of the Three King's Sons
7) Seven Brides for Seven Super Mario Brothers
8) Neat Fighter II (the first game for anal-retentive kids)
9) Pete Rose's You're OUT! (the first title starring sports stars who've been banned from the game)
10) Night Trappist

Top 10 Alternatives to Violent Video Games

1) Closing your eyes when the bad parts come on
2) Closing your eyes when the evening news comes on
3) Sitting on an air hose and whistling "Dixie"
4) Trying to get elected to Congress so you can see whatever you want to see, when you want to see it
5) Barney-bashing
6) Cutting out paper dolls, painting them with brightly colored crayons, then yelling at them maniacally
7) Writing to a friend
8) Visiting a friend
9) Painting a friend with brightly colored crayons, then yelling at them maniacally
10) Violent card games

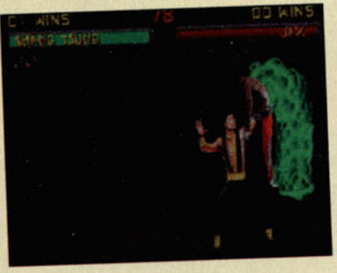
G.L.I.T.C.H.PRO

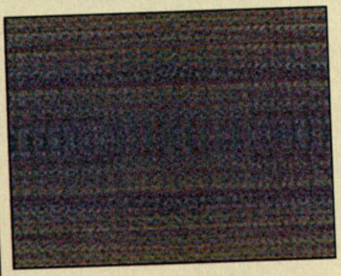
Video Game Freezes, Lock-Ups, and Crash Bugs

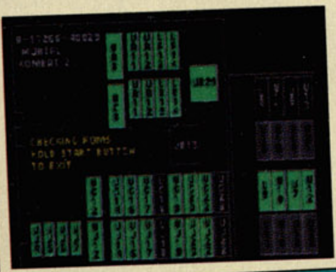
Arcade

Mortal Kombat II

Reset the Game (version 2.1 only)







Here's a great glitch that will take you to new levels of fun, excitement, and frustration with this arcade wonder. Simply choose Shang Tsung as player one and Jax as player two. Do Shang Tsung's Soul Steal Fatality by getting close, holding Block, and pressing Up, Down, Up, Low Kick. If you're playing on ver. 2.1 **the machine will snow crash, then reset to the ROM check**. Awesome! Try it, and get out of the arcade!

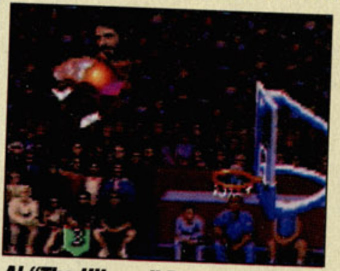
Experiment to find other 2.1 crashes such as doing Baraka's Babality and then doing the Slicing Blades on the baby. You get the gore and the crash!

The Rom-man
Seattle WA

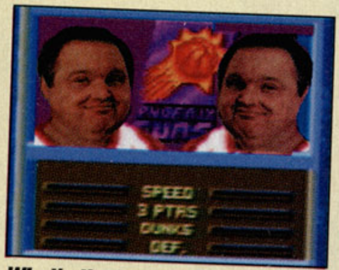
Arcade

NBA Jam Bonus

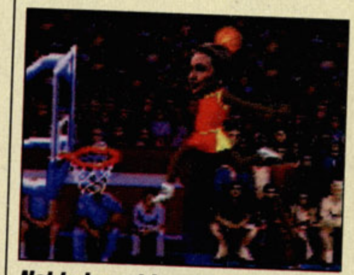
Find These Hidden Characters



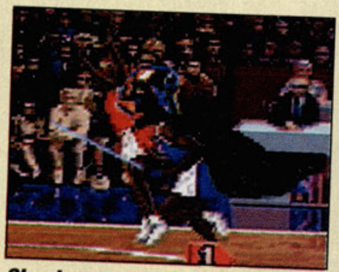
Al "The Hitman" Pacino takes it to the hoop!



What's the Rush? Although his speed is in the negatives, his defense is awesome. Go Limbaugh!



Not to be outdone by her backboard-shatterin' hubby, Hilary Clinton goes for the glory. Boomshakalaka!

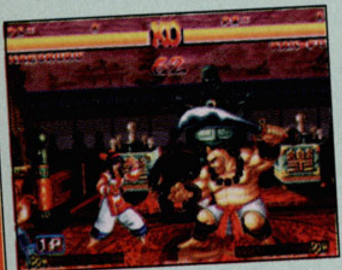


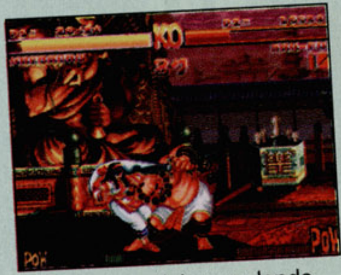
Oh, oh, now you've done it. Check out the powers of the Force with Shaquile O'Vader!

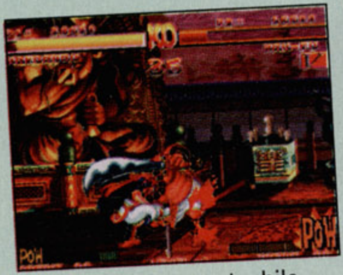
Neo•Geo

Samurai Shodown

Handcuff and Freeze Up the Machine





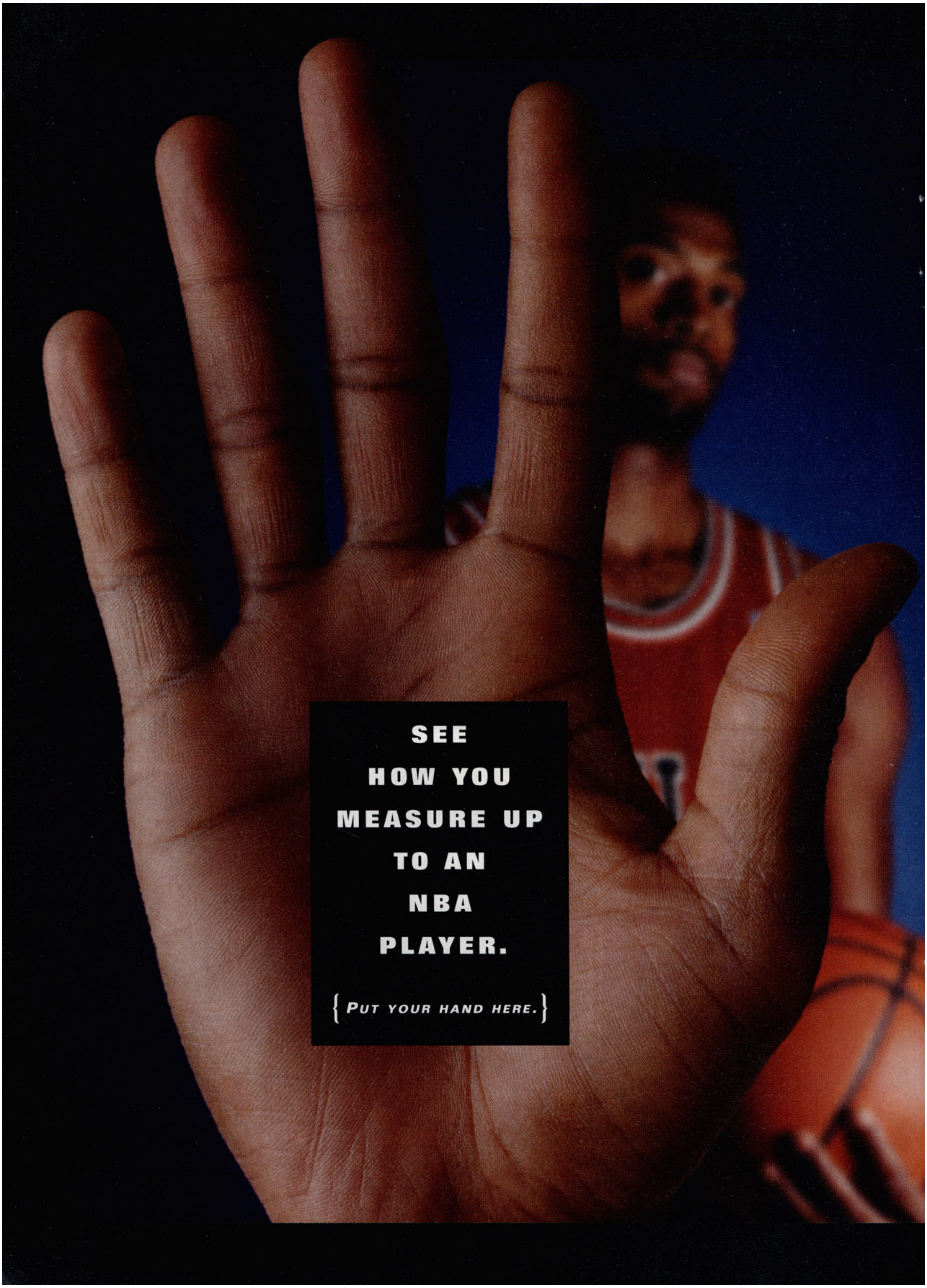


Here's a complicated, but very special lock-up for Shodown. Choose Nakoruru vs. Wan Fu. First, disarm Nakoruru. Then get about ¼-screen away and have Wan Fu do his standing AB Slash while Nakoruru jumps.

Just as Nakoruru lands, push Toward and AB to throw Wan Fu. If done just right, Nakoruru will stab Wan Fu and then be stuck, or "handcuffed," to Wan-man.

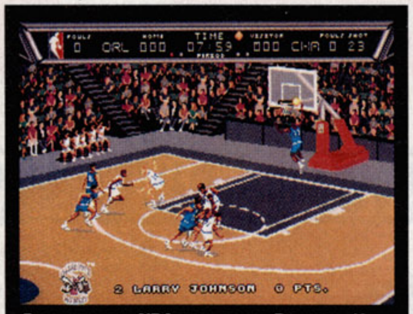
If time runs out while you're handcuffed, the match will not end, and instead **you'll be stuck at the draw screen with no way out! What a lock-up!**

Ethan Stupiderthan I. Look,
Torrance, AL

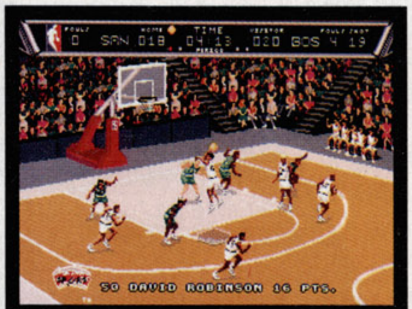

SEE
HOW YOU
MEASURE UP
TO AN
NBA
PLAYER.
{PUT YOUR HAND HERE.}

NBA ACTION '94

HOSTED BY MARV ALBERT



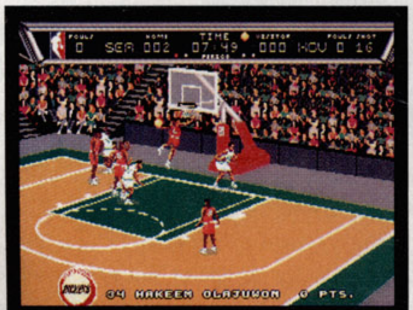
Play with real NBA players like Robinson, Kemp, Johnson, Malone, Webber and Mashburn.



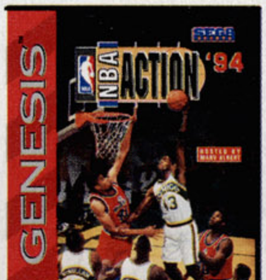
You get speed bursts, instant replay, 3-pointers. Up to 5 gamers can play at one time**.

REAL TEAMS REAL PLAYERS

This is the hand of an NBA player. The rest of him is just as big. And unless you grow ten inches, develop lightning-fast reflexes and a deadly jump shot, you probably won't be playing with him anytime soon. That's where NBA Action '94* from Sega Sports comes in. This is the most realistic 16-bit pro basketball game. With ***digitized players*** that run, jump, pass and shoot just like the real thing. And unlike some basketball games, NBA Action has all ***27 NBA teams and star players***. There's also ***color commentary by Marv Albert*** and a ***Hall of Fame option*** that lets you play with 30 all-time greats. So get NBA Action '94 from Sega Sports and experience NBA basketball.



Play a 20, 40 or 82 game season with up-to-date rosters. Battery saves stats.



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WE SWEAT THE DETAILS.™

MULTI-PLAYER TEAM PLAYER ADAPTOR

*NBA Action is also available on Game Gear.

**1 or 2 player Game unless used with TEAM PLAYER adaptor (sold separately).

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YOU MAY BE A

ASCIIWARE'S™ ULTIMATE FIGHTING SYSTEM GIVEAWAY!

STREET FIGHTER II' TURBO
STRATEGY GUIDE
FREE
Fighter Stick

Let's be honest, here. Not everybody can win. But wouldn't you feel like a real loser if you blew off this sweepstakes, and that kid across the street – y'know, the one who's *always* hanging around – scored the *grand prize*?

Just imagine watching the delivery guy, parked in that other kid's driveway, unloading box after box of the greatest stuff ever hooked to a TV. And you'd just have to suck it up, 'cause you were too lazy to search for a 29¢ stamp.

Of course, we'd be calling this the "Pretty Okay Fighting System Giveaway" if it weren't for the controllers – two ASCIIWARE™ Fighter Sticks, the best enhanced joysticks on the market. Auto Turbo, Turbo Fire (on every button), Super Slow Mo–and tough enough to go the distance. If that kid across the street gets his grubby little hands on one – well, you better take up bowling.

The odds here are way better than any of those Zillion dollar giveaways that they don't let kids enter, and if you *do* win, we promise not to send a fat guy to your house, armed with a microphone, hoping to catch you in some embarrassing family moment.

Whether or not the unthinkable happens – namely, the delivery truck pulls up at that kid's house – there's only one guaranteed way to keep on top of all the games – a subscription to GamePro for less than $20 per year. That's 66% off the newsstand price.

Sure, it's not free, like our giveaway, but who knows? Maybe your parents will be so impressed with your smart $$ decision, they'll buy you an Ultimate Fighting System.

Hey, we all gotta dream.

ASCIIWARE™

The Little Lawyer's Corner!

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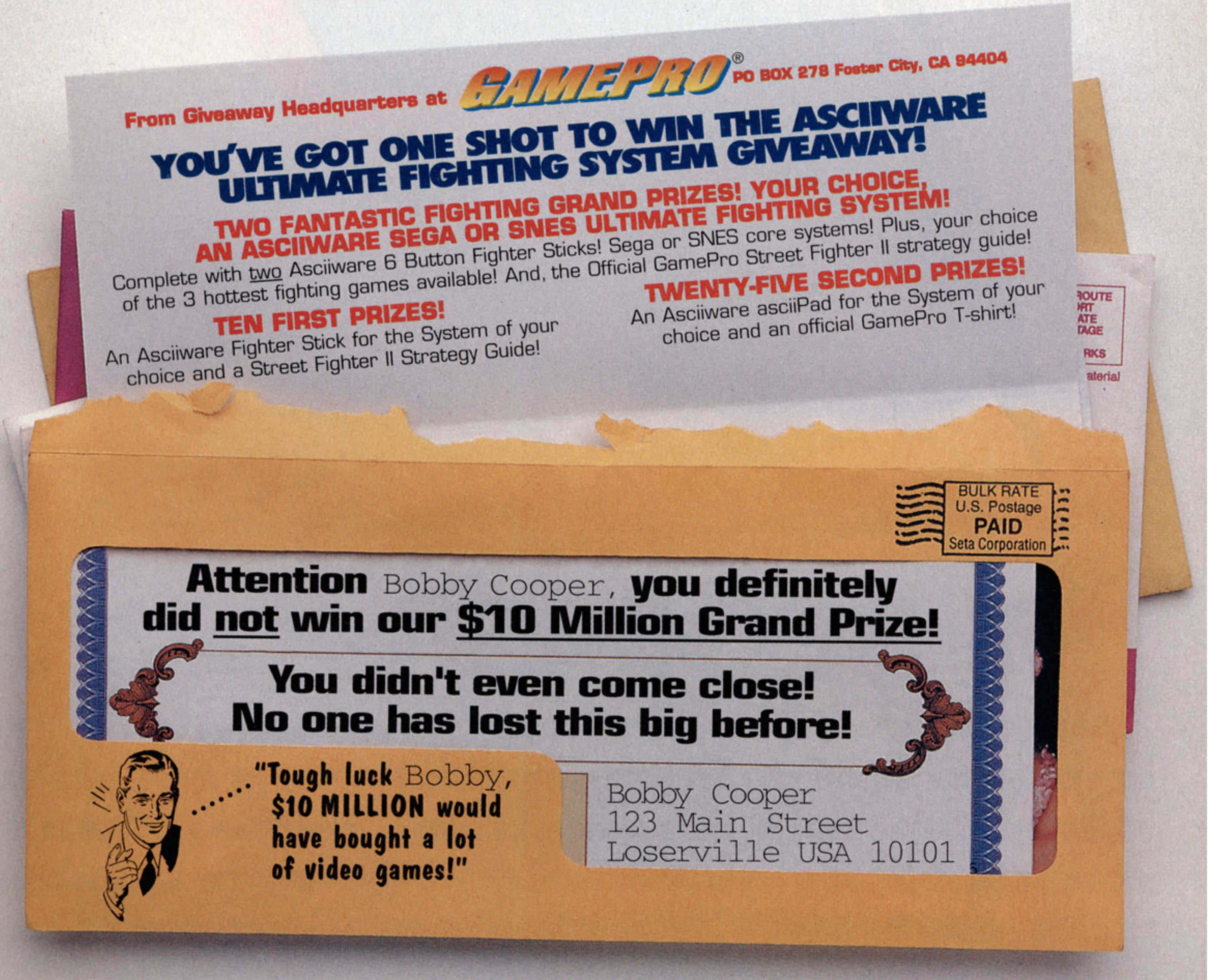

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123 Main Street
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IT'S HOW TO WIN!℠

GAMEPRO®

IT BEGINS NOW.

The future of electronic entertainment is taking place now. Video and computing are rapidly merging into a new form, with an entirely new face. And that form is taking evolutionary, revolutionary leaps from what has come before.

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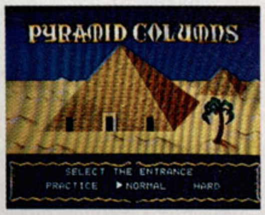
Electronic Entertainment magazine is the must-have manual for fast-moving, fast-spending, information-hungry video entertainment buyers. They read us because we tell it like it is, right here and right now. We're their guide to today's hottest games, multimedia and tomorrow's newest technology because we're not about philosophy, we're about facts . . . the hard ones.

The future begins now.
Don't be left out.

COLUMNS
III
™

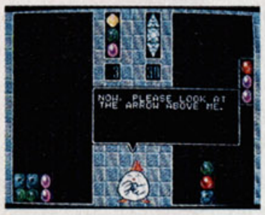
NOW FIVE OF YOU CAN PLAY COLUMNS.

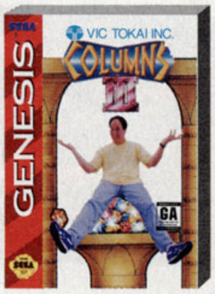
If you've ever played **Columns,** then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made **Columns** a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that **Columns III** plays for five.


PYRAMID COLUMNS

SELECT THE ENTRANCE

PRACTICE ▶NORMAL HARD


NOW, PLEASE LOOK AT THE ARROW ABOVE ME.



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MULTI-PLAYER TEAM PLAYER ADAPTOR

VIC TOKAI INC.

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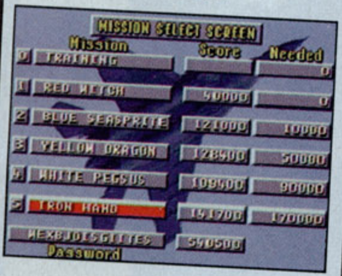
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

MiG 29

Super Password


MISSION SELECT SCREEN

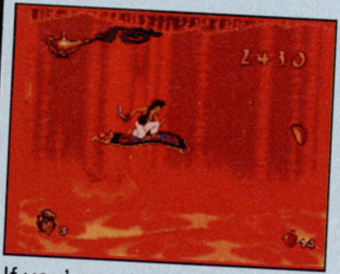
Mission	Score	Needed
0 TRAINING		0
1 RED WETCH	50000	0
2 BLUE SEASPRITE	121000	10000
3 YELLOW DRAGON	128400	50000
4 WHITE PEGSUS	108400	90000
5 IRON HAND	151700	170000
WEXBJOISGIITES Password	550500	

This code gives you access to all missions, including the Iron Hand and White Pegasus missions: WEXBJOISGIITES.

Genesis

Disney's Aladdin

Escape the Rug Race

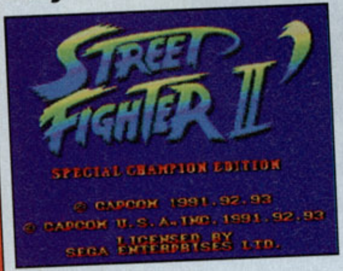


If you've got at least two lives when you reach the Rug Ride, you can try this easy trick. At the very beginning of the level, line up Aladdin's chest with the two apple slices. Don't touch any buttons. Let Aladdin crash into the rock two times. The third time he crashes into the rock, instead of dying, the screen will say "Nice Try" and you'll warp to the level "Inside the Lamp"!

Genesis

Street Fighter II: Special Champion Edition

Easy Button Configure


STREET FIGHTER II'
SPECIAL CHAMPION EDITION
© CAPCOM 1991.92.93
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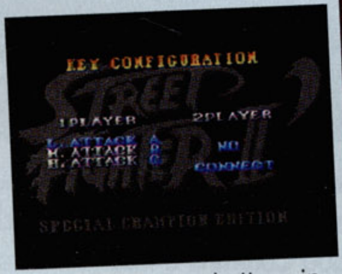

KEY CONFIGURATION
1PLAYER
2PLAYER
L. ATTACK A
M. ATTACK B
H. ATTACK C
NO CONNECT
SPECIAL CHAMPION EDITION

PLAYER SELECT
1P
E.HONDA

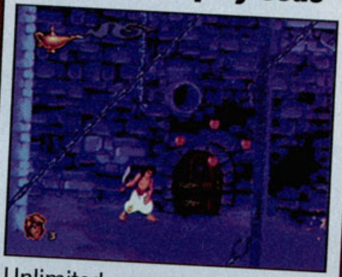
To configure your buttons in this game without using the options, try this easy trick. Go to the Character Select screen and pick your characters in a one- or two-player game. After you choose your characters, **press and hold the Start button**. Once you fly to your stage, a configuration screen will appear. Now configure your control pad the easy way.

PRO ACTION REPLAY

Genesis

Disney's Aladdin

Pro Action Replay Code



Unlimited energy: FFEFF-A0008

Unlimited Apples: FFEFE-10037

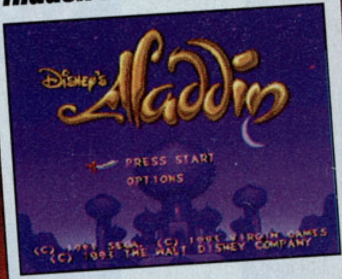
Infinite lives: FF7E3-C0033

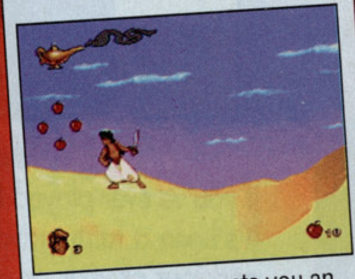
Always have nine gems: FFEFE-30039

Genesis

Disney's Aladdin

Hidden Power-Ups


Disney's Aladdin
PRESS START
OPTIONS
(C) 1993 SEGA (C) 1993 VIRGIN GAMES
(C) 1993 THE WALT DISNEY COMPANY



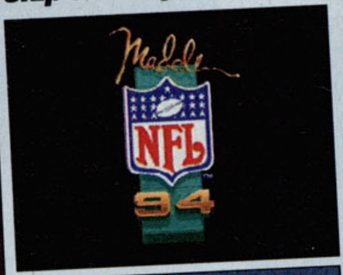
This magic move gets you an extra life and four Apples in Aladdin. Simply go as far left as possible at the beginning of Level 2. You'll find these valuable items with no trouble at all.

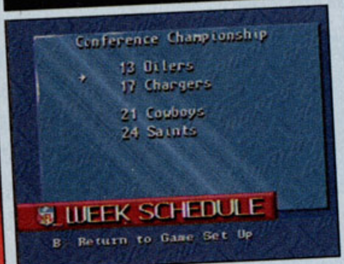
Heidi Khaled, Arcadia, CA

Genesis

Madden NFL '94

Skip the Playoffs


Madden
NFL
94


Conference Championship

13 Oilers
17 Chargers

21 Cowboys
24 Saints

WEEK SCHEDULE

B Return to Game Set Up

With this cool trick you can skip the Playoffs in Madden NFL '94 football. When you select a playoff game, press Start. You'll see that all games are finished. Go right and press Start again. You can continue this trick until you reach the Finals.

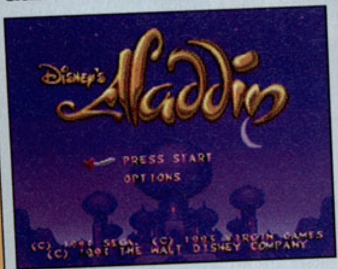
Stephen Ashley, Little Current, Ont., Canada

GAME GENIE

Genesis

Disney's Aladdin

Game Genie Code

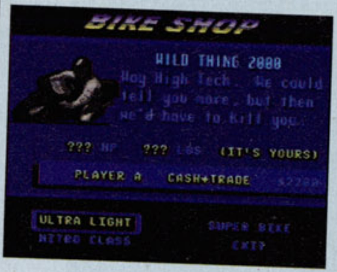

Disney's Aladdin
PRESS START
OPTIONS
(C) 1993 SEGA (C) 1993 VIRGIN GAMES
(C) 1992 THE WALT DISNEY COMPANY

Infinite lives: RGJB-Y6Z8
Invincibility: ATCB-OA24
Infinite Apples: ATBV-OA5L

Genesis

Road Rash II

Wild Thing Password


BIKE SHOP

WILD THING 2000
Hoy High Tech. We could tell you more, but then we'd have to kill you.

??? HP ??? lbs (IT'S YOURS)

PLAYER A CASH+TRADE $2200

ULTRA LIGHT
NITRO CLASS
SUPER BIKE
EXIT

PLAYER A
13TH PLACE
BIKE
149
BUNKER

Wanna hot bike? This code gets you a Wild Thing 2000:

00DA 1V0N

Shaun Crompler
New Braunfels, TX

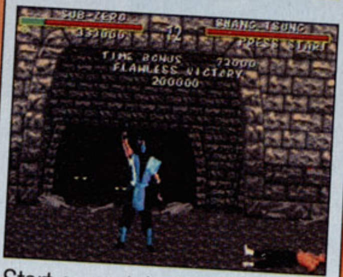
GAME GENIE

Genesis

Mortal Kombat

Game Genie Code

RAYDEN
99
SHANG TSUNG
FIGHT!

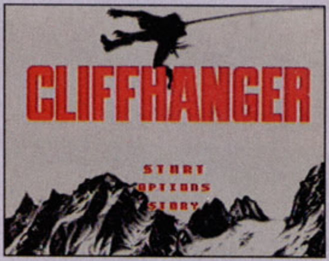

SUB-ZERO
12
SHANG TSUNG
PRESS START
TIME BONUS 72000
FLAWLESS VICTORY 200000

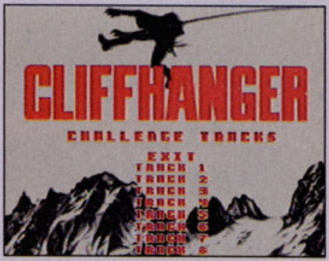
Start on match with Shang Tsung: BT9A-CAG2
Always get a Flawless Victory: AKXA-AA22
All throws do no damage: AC7T-AAA2

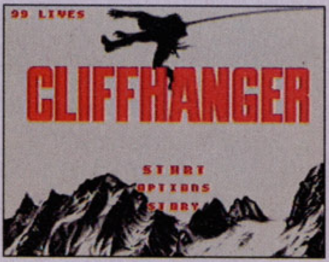
Sega CD

Cliffhanger

99 Lives


CLIFFHANGER
START
OPTIONS
STORY


CLIFFHANGER
CHALLENGE TRACKS
EXIT
TRACK 1
TRACK 2
TRACK 3
TRACK 4
TRACK 5
TRACK 6
TRACK 7
TRACK 8


99 LIVES
CLIFFHANGER
START
OPTIONS
STORY

Here's a couple of tricks for Cliffhanger that give you 99 lives and put you in the middle of a snowboard race. To take a ride on some snowboards, wait for the title screen to appear. Then, on Controller Two, **press C, B, A, Up, Down, Left, Right, then Start**. This will bring up a multiple-player snowboard race scenario, and it even includes a stopwatch!

For 99 lives, go to the title screen once again, and on Controller Two, **press Up, Left, C, B, then A**. Now you're ready for action.

S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Sega CD

Ecco The Dolphin

Make Ecco Buggy

ECCO
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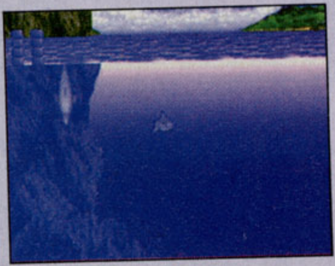
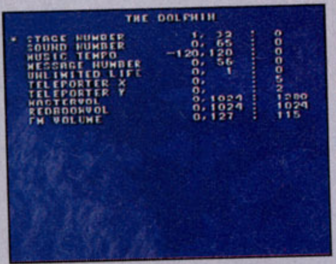




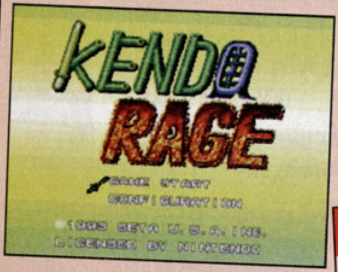
```
THE DOLPHIN
* STAGE NUMBER        1,  32  :  0
  SOUND NUMBER        0,  65  :  0
  MUSIC TEMPO      -120, 120  :  0
  MESSAGE NUMBER      0,  56  :  0
  UNLIMITED LIFE      0,   1  :  0
  TELEPORTER X        0,      :  5
  TELEPORTER Y        0,      :  2
  MASTERVOL           0,1024  :  1280
  REDBOOKVOL          0,1024  :  1024
  FM VOLUME           0, 127  :  115
```

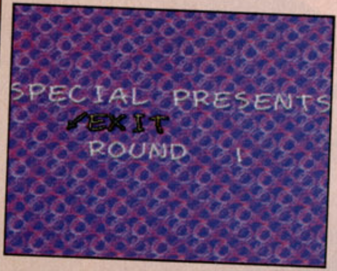
A Debug menu is hidden in Ecco the Dolphin. Begin a regular game and pause when Ecco is facing you. **Press Right, B, C, B, C, Down, C and Up**. A menu called "The Dolphin" will appear. Use it to do your own Ecco debugging.

Super NES

Kendo Rage

Stage Select


KENDO RAGE
GAME START
CONFIGURATION
©1993 SETA U.S.A. INC.
LICENSED BY NINTENDO


SPECIAL PRESENTS
EXIT
ROUND 1

This Stage Select code for Kendo Rage will help you zip through the game. Press Start at the title screen. When the words "Game Start" and "Configuration" appear, **press X, Y, A, B, X, Y, A, B, then Start**. If you've done the trick correctly, a Special Presents menu will appear, allowing you to choose your starting stage.

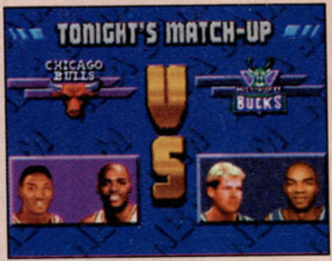
Will Nowlend, Miami, FL

Super NES

NBA Jam

Super-Power Defense

MIDWAY
NBA JAM
ACCLAIM


TONIGHT'S MATCH-UP
CHICAGO BULLS
BUCKS
VS

Is your defense struggling in NBA Jam? Here's an awesome code that'll give you a powered-up defense. At the Tonight's Match-Up screen, **tap any button five times. At the fifth tap, continue to press and hold the button until tip-off**. When play begins, your defense is super-powered.

PRO ACTION REPLAY

Super NES

Disney's Aladdin

Pro Action Replay Code

Disney's Aladdin
GAME START
PASS WORD
OPTIONS
CAPCOM

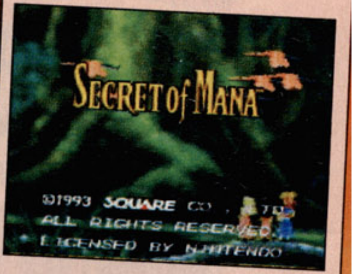
Infinite lives:	7E03-6433
Infinite Apples:	7E03-6937
Infinite energy:	7E03-6708

GAME GENIE

Super NES

Secret of Mana

Game Genie Code


SECRET of MANA
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Protection from most hits:
8208-776D

Items in the shop at Potos are free if you have enough money to buy them: CE5F-5767

Wisdom for Level 16 is 90:
9C06-85AD

Super NES

The Ren & Stimpy Show: Veediots!

Hear the Tunes

The Ren & Stimpy Show
VEEDIOTS!
PRESS START

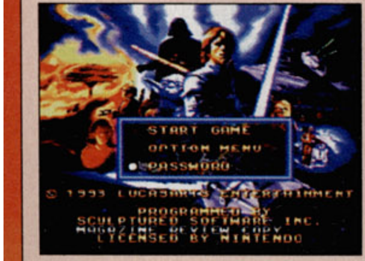
At the beginning of Veediots!, the theme song fades away when the demo begins. **Press Buttons R and L** to hear the whole song.

Jason Johnson, Coeur d'Alene, ID

Super NES

Super Empire Strikes Back

Passwords



START GAME
OPTION MENU
● PASSWORD
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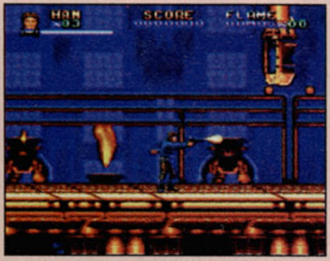

HAN
SCORE
FLAME

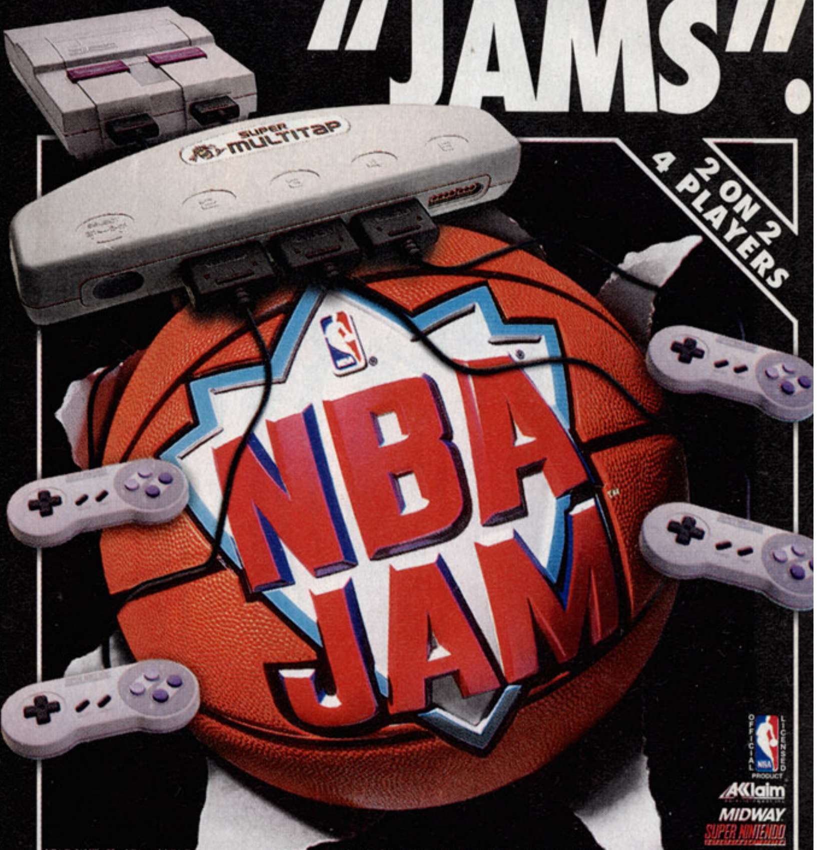
Here are all the Passwords for Super Empire Strikes Back.

	Easy	Brave	Jedi
Level 1:	WDWDWB	TCCPSJ	FHPSMN
Level 2:	CSPTNP	SSFJNP	CCTLFR
Level 3:	NSRSCL	NLBJJF	MDWNDF
Level 4:	WFBJTB	JRWNPL	THNTLR
Level 5:	BHRDHL	DGBDPL	LQYSCH
Level 6:	HMGPWJ	RCWJMF	GQTVDD
Level 7:	LDGLTJ	JRGRTD	PNFDHJ
Level 8:	LLJFBG	MDBNMR	SCWWFZ
Level 9:	WLJWDN	HDPPLL	LFHWWB
Level 10:	WBWHRW	GTLCNP	RBHNFC
Level 11:	NCCGSP	WWBGHF	KCDFZK
Level 12:	GLTTDJ	PGBNBH	KCCVGJ
Level 13:	GJBHNF	TNPSPL	RBQRWS
Level 14:	MCDGRJ	DLPMMD	QBTTXX
Level 15:	PGPNMG	SHRBLW	ZGLKDV
Level 16:	NGMSJB	LNGPNN	VVDQXC
Level 17:	RLMSWJ	FSFMSR	FGTTVV
Level 18:	MBRCGB	FCPDPC	YDHBQT
Level 19:	SWPMSS	HPLSHJ	TNHJSK

Mark & Matt Boyington, Newberg, OR

Advertisement

MULTITAP "JAMS".


2 ON 2
4 PLAYERS
SUPER MULTITAP
NBA JAM
OFFICIAL LICENSED NBA PRODUCT
Acclaim
MIDWAY
SUPER NINTENDO

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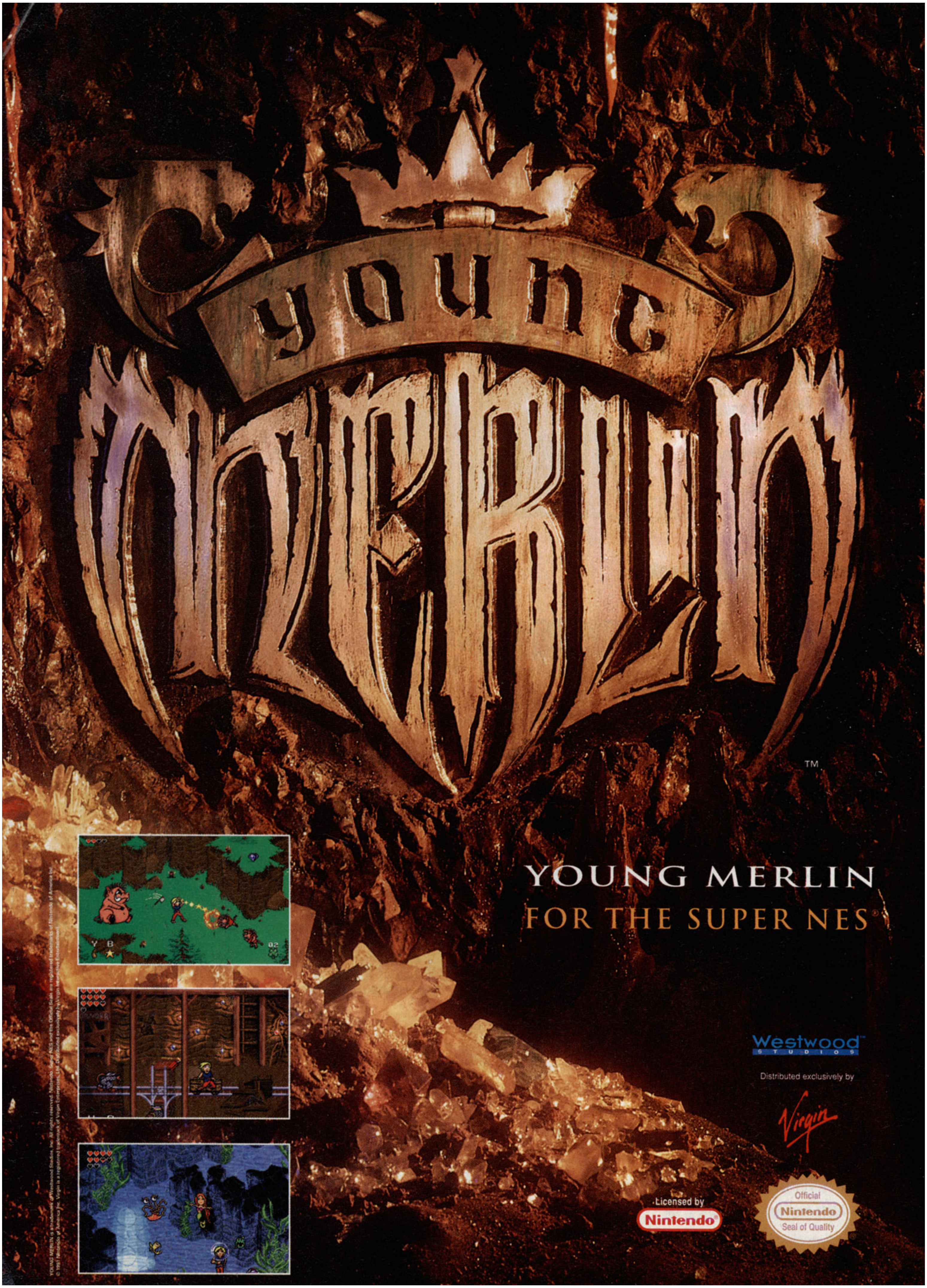

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FOR THE SUPER NES

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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Troddlers

Passwords

Here are passwords for every level in Troddlers in the Solo Mode:

Mission 1:	BLDT
Mission 2:	NSWT
Mission 3:	PYRMD
Mission 4:	CLRT
Mission 5:	SPHNX
Mission 6:	QRTT
Mission 7:	CNTRN
Mission 8:	RDGMS
Mission 9:	CRSSD
Mission 10:	SKPRND
Mission 11:	PCKDP
Mission 12:	PLLRS
Mission 13:	BZZZZZ
Mission 14:	FVRWS
Mission 15:	TGHTTM
Mission 16:	SYN
Mission 17:	TWTRBS
Mission 18:	DNTMX
Mission 19:	HLPMT
Mission 20:	MNNS
Mission 21:	NPRBLMS
Mission 22:	TRSRS
Mission 23:	STRRM
Mission 24:	PNDDWN
Mission 25:	TCHN
Mission 26:	NNN
Mission 27:	SXRMS
Mission 28:	THTWR
Mission 29:	GFRHRT
Mission 30:	NWTHNG
Mission 31:	BLR
Mission 32:	CRLWRLD
Mission 33:	CRLCBS
Mission 34:	SLPNSLD
Mission 35:	KYX
Mission 36:	CLDCRS
Mission 37:	STNM
Mission 38:	HRDRND
Mission 39:	FRSTGNS
Mission 40:	CRSSFR
Mission 41:	RNFRT
Mission 42:	NRLS
Mission 43:	NFRFLL
Mission 44:	RNRND
Mission 45:	BDBRD
Mission 46:	CVRTHM
Mission 47:	SVBLCKS
Mission 48:	GLMR
Mission 49:	HCKBCK
Mission 50:	LTTD
Mission 51:	PSDT
Mission 52:	DRPMN
Mission 53:	PSSBL
Mission 54:	CLSP
Mission 55:	FLSRN
Mission 56:	JWLPSH
Mission 57:	GDTRY
Mission 58:	NBYN
Mission 59:	LSM
Mission 60:	MNHNTR
Mission 61:	XCLLNT
Mission 62:	BMPRD
Mission 63:	WTFRT
Mission 64:	RCKBLST
Mission 65:	NWSTLL
Mission 66:	FRMBV
Mission 67:	SMSHHTS
Mission 68:	CRSHRSH
Mission 69:	FRSTFR
Mission 70:	BRNT
Mission 71:	RMBLHT
Mission 72:	MXTR
Mission 73:	RTHRHRD
Mission 74:	MRFN
Mission 75:	SPNRND
Mission 76:	LTTT
Mission 77:	LLBT
Mission 78:	BNCT
Mission 79:	RNDRPS
Mission 80:	FRNDC
Mission 81:	SLWBRN
Mission 82:	STLLM
Mission 83:	BDBMBS
Mission 84:	SLMN
Mission 85:	MNDTCH
Mission 86:	FRSTFRST
Mission 87:	GDLCK
Mission 88:	TMHNTR
Mission 89:	NDLY
Mission 90:	NPLLPLG
Mission 91:	GNZN
Mission 92:	DRCTNS
Mission 93:	BRDGMN
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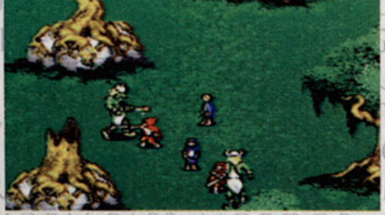

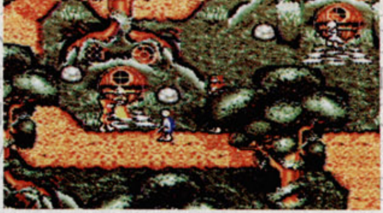

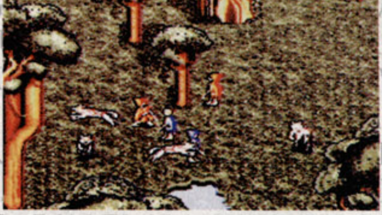

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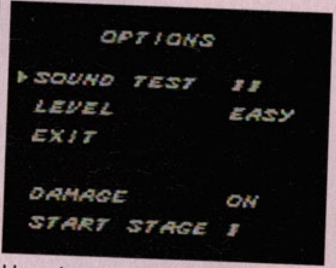
Infinite credits:	004-2D6-19E
Blood:	DEB-9F6-5D3
Player 1 is invincible:	003-48B-F79
Player 1 starts with half health:	240-BFD-C4B

Game Gear

Streets of Rage

Invincibility and Level Select



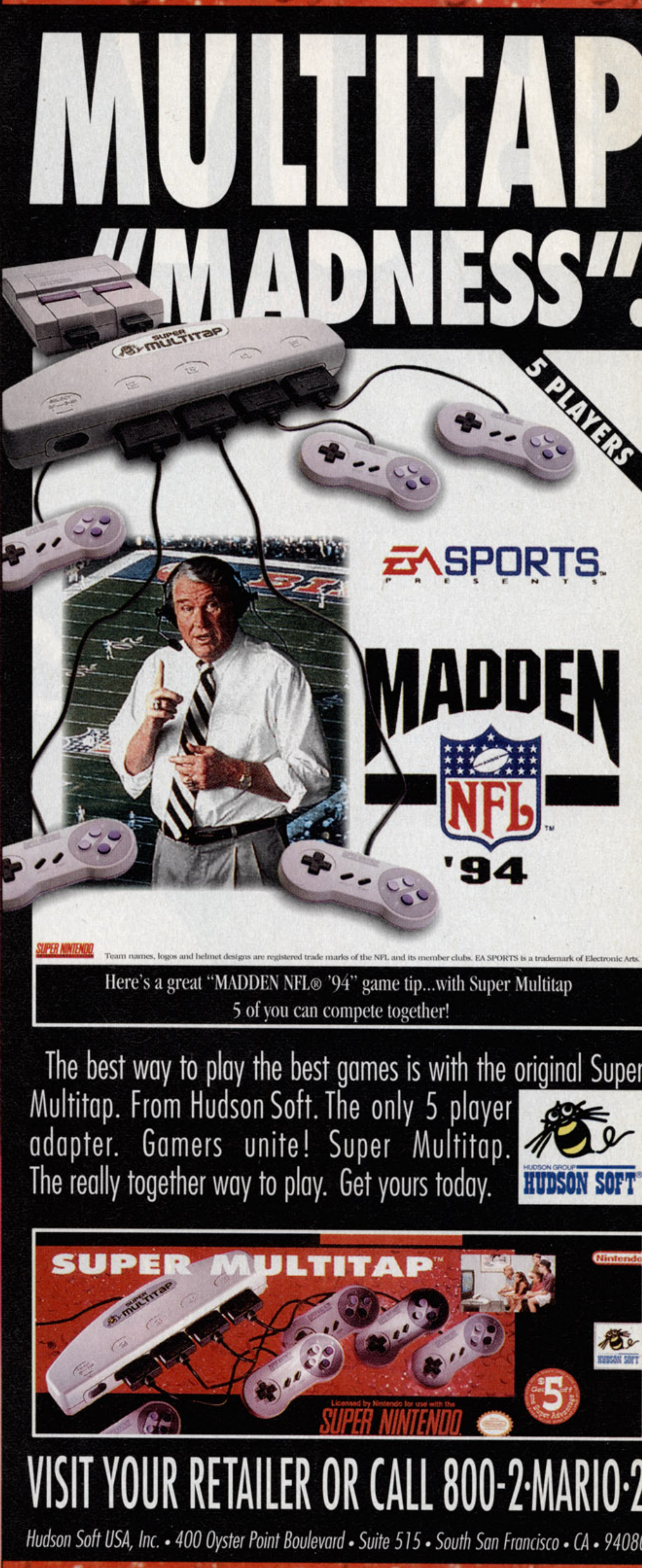
```
OPTIONS

▸SOUND TEST   11
 LEVEL        EASY
 EXIT

 DAMAGE       ON
 START STAGE  1
```

Here is a trick that allows you to be invincible and to begin on any level. First, go to the Options screen and highlight Sound Test. Then, select number 11. **Simultaneously press Buttons 1 and 2**. Two new options should appear (Damage and Start Stage). Now you can start on any stage with invincibility.

Chris Osberg, Portland, OR



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MARLINS #10
Born: 11/18/68
Height: 5'11" Weight: 190
Bats: R Throws: R
How Acquired: Trade from Padres 6/24/93
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1993 SD/FLA
M.L. (6 YRS.)
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Tournament-Winning Combos and Strategies

Super Street Fighter II New Challengers

NEW POWER COMBOS

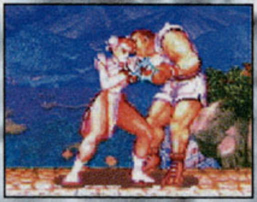
By To-Ryu-Mo

and Char-Li

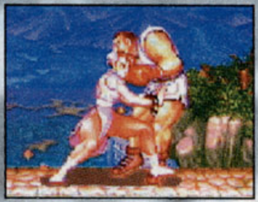
After playing in numerous Super Street Fighter II tournaments, we've seen some devastating new combinations come out that can really mess up opponents. We'll keep posting new combos and strategies, and we'll also bring you the first word when Super Turbo hits the streets (see Hot at the Arcades, page 22).

Chun Li

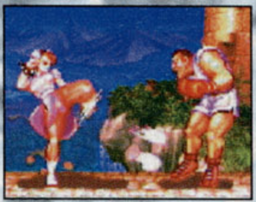
Standing Lightning Leg Combo



1) Get as close as possible and do a high Jab.



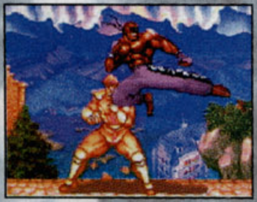
2) High Fierce



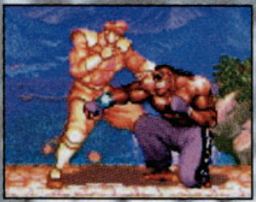
3) Immediately tap Kick buttons to perform the Lightning Leg.

Dee Jay

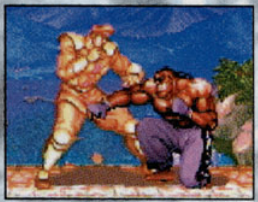
6-Hit Cross-Up Dread Combo



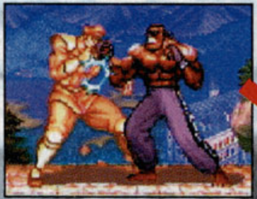
1) Cross up your opponent with a deep Forward while Charging Back.



2) Low Jab



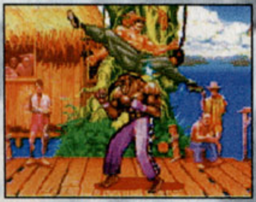
3) Low Jab



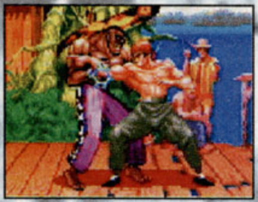
4) Standing Strong

Fei Long

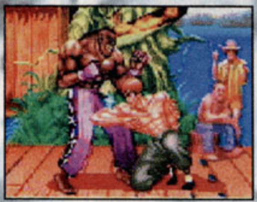
7-Hit Cross-Up Combo



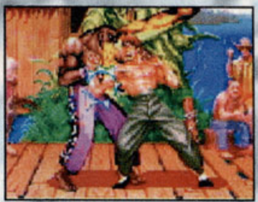
1) Cross up your opponent with a deep Roundhouse.



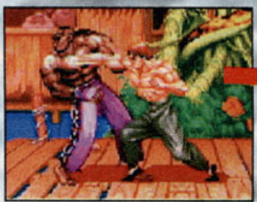
2) High Jab



3) Low Jab



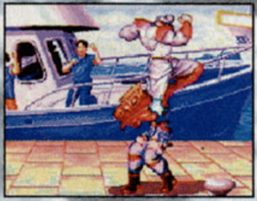
4) Standing Fierce

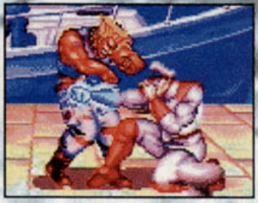


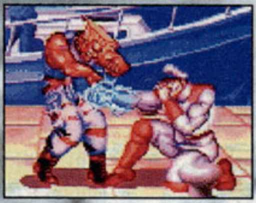
5) Immediately two-in-one into the Fierce Rekka Ken combo.

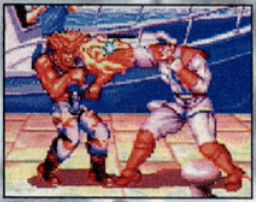
M. Bison

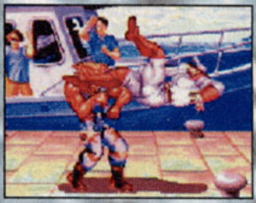
Trick 6-Hit Cross-Up Combo


1) Jump at your opponent with a Forward. While in the air, decide whether or not the move will cross-up (this takes critical timing).


2) Low Jab while Charging Back


3) Low Jab

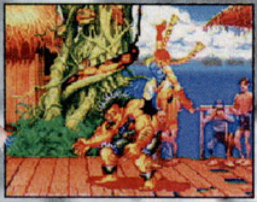

4) High Jab

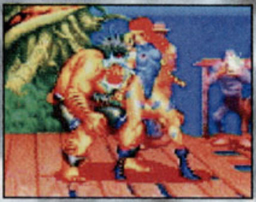

5) Immediately two-in-one into the Roundhouse Scissor Kick. This should knock them dizzy!

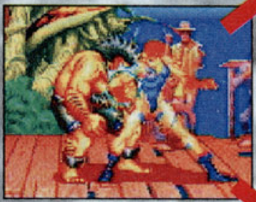
Note: Do this combo on Guile when you knock him down. If he tries to Flash Kick, he'll miss and you can throw him.

Cammy

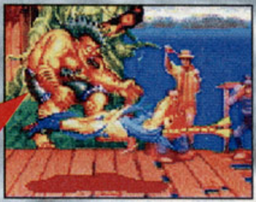
4-Hit Cross-Up Combo


1) Cross up your opponent with a deep Strong.

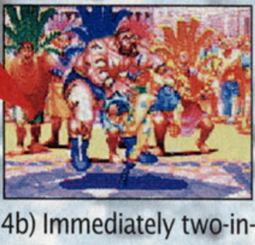

2) Standing Strong

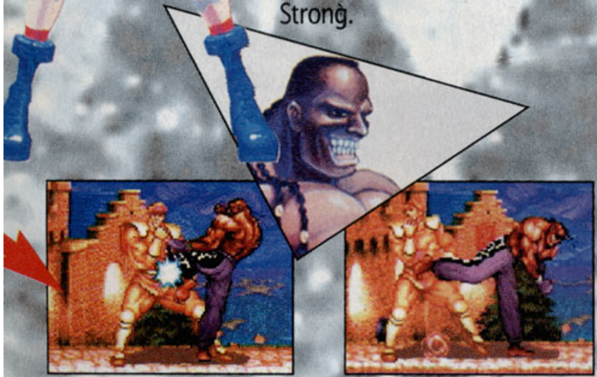

3) Standing Fierce

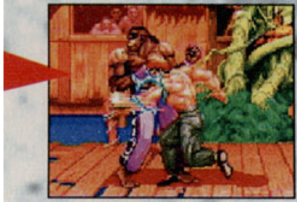
Big Characters

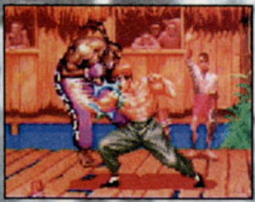

4a) Immediately two-in-one into the Roundhouse Thrust Kick.

Small Characters


4b) Immediately two-in-one into the Roundhouse Cannon Drill.

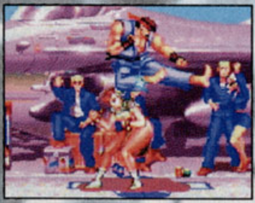

5) Immediately two-in-one into the Roundhouse Dread Kick for two continuous hits.

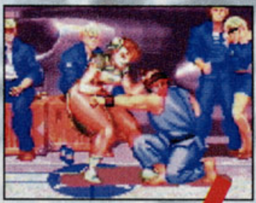

6) Second hit of Fierce Rekka Ken combo

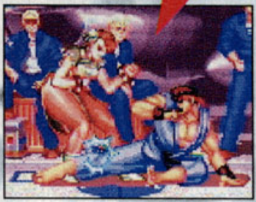

7) Third hit of Fierce Rekka Ken combo

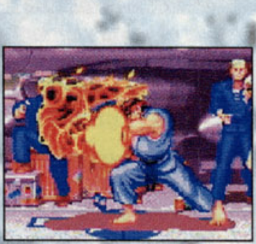
Ryu

4-Hit Cross-Up Combo


1) Cross up your opponent with a deep Roundhouse.


2) Low Strong


3) Low Forward


4) Immediately two-in-one into the Flaming Fireball.

TOURNAMENT REPORT

SUPER STREET FIGHTER II THE BAY AREA SHOOTOUT

"There Can Be Only One" was the theme of the day as the best Street Fighter II players from Los Angeles drove more than 400 miles to go head-to-head with the top gamers in Northern California and compete for more than $2,000 in cash and prizes at the Super Street Fighter II Bay Area Shootout. Among those making the trip were the number one U.S. SF II player, Tomo Ohira, and coach Charles Franco.

Crowds of world warriors packed the San Jose, California, Convention Center to play in the BAMA Super Street Fighter II tournament.

A registration process that included Beginner, Intermediate, and

Elite categories meant everyone had a shot at winning prizes, whether they were knuckle pirates or combo kings!

Players pose for a group shot.

In the Beginner division, 12-year-old Jeremy Lourdge took top honors. Using patience and just the right counters, Jeremy breezed by his competition into the winner's spot.

The action was really intense leading up to the finals!

In the Intermediate class, Jason Nelson squeaked by Graham Wolfe in the championship series. Winning, however, isn't anything new for Jason, as he recently took top honors in the Capcom Saturday Night Slam Masters National Championship. Only time will tell if Jason can do the same in SF II.

The Elite Master tournament play saw players from L.A. and San Jose seeded into the tournament pairings. As play began, many of the top players from the north, baffled by the L.A. players' different styles, were upset. Top local Guile player Thomas Osaki, a pre-tournament favorite, was first beaten by Matt Howard, a Chun Li player, then later eliminated by fifth-place finisher Jeff Schaefer, a Sagat. Tomo Ohira, on the strength of his Guile and Ryu, rode through the Winners' bracket undefeated to receive the top seeding for the evening's finals.

When the joysticks were finally still, L.A. players had taken four of the top five slots. George Ngo from L.A. took fourth using a combination of Balrog, Dhalsim, and Sagat. Sunnyvale local John Prentice took third place honors with his patient and poised Sagat. Mike Watson from L.A. slid into the runner-up slot. But as the theme of the day said, "There can be only one!" – and that one was once again top-ranked Tomo Ohira as he defeated Mike in the championship series 3-1 to take home the gold.

Success is sweet for Tomo Ohira when he wins and takes home cash, a trophy, a bike, a Sony Discman player, and a Dragon: The Bruce Lee Story poster.

A championship moment – Tomo Ohira (right) shakes hands with Mike Watson after Tomo's victory in the finals.

MORE TOURNAMENTS TO COME!!!

Keep Sending In Tournament Listings, Combos, and Strategies!

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SERIAL NUMBER: 550628741

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Al Unser	1	10
Alfrd Chckn*	16	30
Alien 3	12	30
Alien Syndrme	1	6
All Pro Bsktbl	1	8
Alpha Mission	1	3
Amagon	1	4
Amer Gladiatrs	2	15
Anticipation	1	5
Arch Rivals	2	10
Archon	1	6
Arknoid Game	5	22
Arkistas Ring	1	10
Asterix Gaul*	16	30
Astyanax	1	3
Athena	1	4
Athletic World	1	7
Attck Klr Tom	1	10
Baby Boomer	6	22
Back Futr	1	4
Back Futr 2/3	1	8
Bad Dudes	1	4
Bad News Bsbl	1	10
Bad St Brawler	1	3
Balloon Fight	1	6
Band Kngs China	12	32
Barbie	10	30
Bards Tale	3	16
Baseball	1	3
Baseball Pros	16	30
Baseball Smltr	1	12
Baseball Stars	1	19
Baseball Stars 2	6	32
Bases Loaded	1	5
Bases Loaded 2	1	7
Bases Loaded 3	1	13
Bases Loaded 4	16	32
Basewars	1	12
Batltds/Dbl Drg	16	30
Batman	1	8
Batman Returns	14	28
Batman Rtn Jkr	8	19
Battle Chess	8	18
Battle Olympus	1	7
Battle Tank	7	20
Battleship	16	30
Battletoads	6	18
Beauty Beast*	16	30
Bee 52	4	15
Beetlejuice	6	19
Best Of Best	8	28
Bible Advntrs	3	15
Bible Buffet	12	22
Big Bird Hd/Spk	4	22
Big Foot	1	12
Bignose Cvman	2	18
Bignose Freaks	12	24
Bill & Ted Adv	1	8
Bio Force Ape*	16	30
Bionic Cmndo	1	5
Black Bass	12	36
Blackjack	16	30
Blades Steel	3	13
Blaster Master	1	6
Blazebusters*	16	30
Blue Marlin	16	40
Blues Brothers	10	22
Bo Jackson	2	16
Bomberman	1	13
Bomberman 2	10	38
Bonk's Adv*	16	30
Boomerang Kid*	16	30
Boulder Dash	1	10
Boy & His Blob	1	8
Break Time	10	27
Breakthru	1	4
Bubble Bobble	2	16
Bubble Bobble 2	16	30
Bucky O Hare	8	22
Bugs Bny Bday	4	18
Bugs Bny Cstl	4	18
Bump & Jump	1	8
Burai Fighter	1	5
Burgertime	2	12
Buster Bros*	16	30
Cabal	1	6

We Pay You/We Sell Used		
Caesars Palace	$16	$40
Calif Games	1	7
Calif Raisins	16	30
Capt America	3	25
Capt Comic	1	5
Capt Planet	2	15
Capt Skyhawk	1	3
Carmen Sndgo	5	20
Cartoon Wrkshp	14	28
Casino Kid	4	22
Casino Kid 2	20	44
Castelian	1	10
Castle Deceipt	10	20
Castle Dragon	1	6
Castlequest	1	7
Castlevania	1	6
Castlevania 2	1	5
Castlevania 3	1	7
Cave Man Games	1	7
Chall Dragon	14	28
Champ Bowling	4	20
Champ Pool*	16	30
Chessmaster	16	32
Chiller	5	13
Chips Chall*	16	30
Chubby Cherub	1	10
Circus Caper	1	5
City Connection	1	4
Clash At Dmnhd	1	4
Classic Cncnt	6	30
Cliffhanger*	16	30
Clu Clu Land	1	5
Cobra Cmnd	1	5
Cobra Triangle	1	4
Code Nm Viper	1	4
Color Dinosaur	16	30
Commando	1	3
Conan	1	12
Conflict	4	25
Conq Xtal Plce	1	5
Contra	1	7
Contra Force	14	26
Cool World	10	30
Corvette ZR1*	16	30
Cowboy Kid	10	20
Crash Dummies	16	30
Crash/Boys-Ice	16	30
Crash/Boys-Strt	6	25
Crazyland*	16	30
Creatom	16	30
Crystal Mines	10	30
Crystalis	1	10
Cyberball	1	20
Cybernoid	1	3
Dance Aerobcs	2	12
Darkman	2	8
Darkwing Duck	6	25
Dash Galaxy	1	3
Daydrm Davey*	12	24
Days Of Thndr	2	12
Deadly Towers	1	3
Death Race	4	16
Deathbots	2	15
Def Of Crown	1	5
Def Of Dyn City	1	25
Defender 2	1	10
Deja Vu	2	10
Demon Sword	1	5
Dennis/Menace*	16	30
Desert Cmnd	1	12
Dest Earth Str	1	4
Destiny Of Emp	3	20
Dick Tracy	1	4
Die Hard	2	20
Dig Dug II	1	13
Digger T Rock	1	16
Dirty Harry	2	7
Disney Adv	2	12
Dizzy	4	22
Donkey Kong	2	15
Donkey Kong Jr	3	10
Donkey Kong 3	1	10
Donkey Kong Cls	4	16
Donky Kong Math	2	16
Double Dare	1	13
Double Drag	1	7
Double Drag 2	1	7
Double Drag 3	2	13
Double Dribble	1	8
Double Strike	4	18
Dr Chaos	1	4
Dr Jekyll/Hyde	1	3
Dr Mario	5	20
Dracula*	16	30
Dragon Fighter	8	20
Dragon Power	1	4
Dragon Spirit	1	4
Dragon Warr	1	4
Dragon Warr 2	6	25
Dragon Warr 3	16	40
Dragon Warr 4	14	48
Dragons Lair	4	16
Dragonstrike	12	25
Dream Team	16	30
Duck Tales	1	10
Duck Tales 2	16	30

We Pay You/We Sell Used		
Dudes W/Tudes	$2	$10
Dungeon Magic	2	7
Dusty Diamond	2	26
Dyno Warz	1	5
Elevator Action	1	5
Elim Boat Duel	8	25
Emp Strks Bck	10	28
Evrt/Lndl Ten	1	8
Excitebike	1	4
Exodus	2	20
F 1 Hero	16	30
F 15 City Wars	10	19
F 15 Strike Eagle	8	28
F 117 Stealth Ftr	14	30
Family Feud	8	30
Fantasy Zone	1	12
Faria	12	35
Faxanadu	1	6
Felix The Cat	4	25
Ferrari GP	2	18
Fester's Quest	1	5
Fighting Golf LT	1	15
Fighting Simultr*	16	30
Final Fantasy	1	15
Fire Hawks	6	15
Fire House Rsc	14	36
Fire N Ice	16	32
Fist Of N Star	1	7
Flash	16	30
Flight Intruder	6	20
Flintstones	6	25
Flintstones 2*	16	30
Flying Dragon	1	4
Flying Warriors	1	12
Formula 1	8	22
Frankenstein	6	16
Freedom Force	1	6
Friday 13th	1	3
Fun House	1	12
Galactic Crsdr	10	22
Galaga	14	35
Galaxy 5000	4	15
Gargyls Qst 2	2	20
Gauntlet	1	3
Gauntlet 2	1	7
Gemfire	8	25
Genghis Khan	4	25
George Frmn	1	20
Ghost Bstrs	1	6
Ghost Bstrs 2	2	9
Ghost Lion	10	22
Ghosts & Gblns	1	4
Ghoul School	2	18
GI Joe	1	13
GI Joe Atl	8	19
Gilligans Isle	1	13
Goal	1	4
Goal 2	14	35
Godzilla	1	7
Godzilla 2	8	28
Gold Medal 92	1	24
Golf	1	6
Golf Grandslam	18	38
Golf Pebble Bch	1	10
Golf Power	10	28
Golgo 13	1	2
Goonies 2	1	3
Gotcha	1	4
Gradius	1	4
Grand Prix	16	30
Grt Waldo Srch	18	35
Gremlins 2	1	7
Guardian Lgnd	1	3
Guerilla War	1	5
Gum Shoe	1	5
Gun Nac	1	18
Gunsmoke	1	7
Gyruss	1	7
Hammrn Harry*	16	30
Harlm Glbtrtrs	4	12
Hatris	16	38
Heavy Barrel	1	6
Heavy Shreddin	1	3
Heros Of Lance	3	8
High Speed	14	30
Hillsfar	14	34
Hit The Ice*	16	30
Hogans Alley	1	6
Hollywood Sqrs	1	8
Home Alone	6	22
Home Alone 2	4	22
Hook	6	22
Hoops	1	5
Hudson Hawk	1	12
Hunt Red Oct	6	13
Hydlide	1	3
I Can Remember	5	20
Ice Climber	1	5
Ice Hockey	1	3
Ikari War	1	3
Ikari War 2	1	4
Ikari War 3	1	8
Image Fight	1	4
Immortal	3	16
Imp Mission 2	1	10
Ind Jns Doom	1	4

We Pay You/We Sell Used		
Ind Jns Lst Cr	$4	$18
Indy Heat	10	30
Infiltrator	1	4
Iron Sword	1	2
Iron Tank	1	4
Isolated Warr	2	12
Jack Bean*	16	30
Jack Nkls Golf	1	15
Jackal	1	4
Jackie Chan KF	1	8
James Bond Jr	8	30
Jaws	1	5
Jeopardy	2	13
Jeopardy Jr	4	18
Jeopardy 25th	5	18
Jet Bike Sim*	16	30
Jetsons	16	35
Jimmy Connors*	16	30
Joe & Mac	8	22
John E Qback	1	3
John Madn 93*	16	30
Jordan vs Bird	1	6
Joshua	10	30
Journey Silius	1	5
Joust	1	10
Jurassic Park	14	32
Karate Champ	1	3
Karate Kid	1	4
Karnov	1	3
Kickle Cubicle	4	20
Kickmaster	4	16
Kid Icarus	1	8
Kid Klown	18	34
Kid Kool	1	10
Kid Niki	1	5
King Neptune	14	28
King Of Kings	4	22
Kings Knight	1	4
Kings Of Beach	1	4
Kings Qst 5	8	28
Kirbys Adv	12	30
Kiwi Kraze	3	16
Klash Ball	1	12
Klax	4	28
Knight Rider	1	6
Krazy Kreatures	8	20
Krion Conquest	1	12
Krustys FH	1	20
Kung Fu	1	2
Kung Fu 2	16	30
Kung Fu Heroes	1	4
L'empereur	20	40
Laser Invasion	1	7
Last Actn Hero*	16	30
Last Ninja	1	10
Last Starfighter	1	8
Legacy Of Wiz	1	3
Legend Of Kage	1	4
Legendary Wngs	1	3
Legends Dmnd	4	19
Lemmings	1	20
Lethal Weapon 3	16	30
Life Force	1	4
Linus Spchead	8	30
Litl Lg Bsbl	1	8
Litl Mermaid	1	20
Litl Ninja Bros	3	22
Litl Nmo Dr Mstr	1	10
Litl Samson	14	30
Lode Runner	1	6
Lone Ranger	5	16
Loopz	4	22
Lost In Vegas	16	30
Low G Man	1	4
Lunar Pool	1	15
Mach Rider	1	3
Mad Max	1	4
Mafat Cnsprcy	1	3
Mag Jhnsn Bskb	1	5
Mag Sherezade	1	6
Magic Darts	8	24
Magician	3	16
Magmax	1	2
Major Lg Bsbl	1	2
Maniac Mansion	1	12
Mappyland	1	10
Marble Madns	1	8
Mario Brothers	1	8
Mario Is Missing	12	36
Mario Time*	16	30
Marvels X-Men	3	20
Master Chu	3	12
Matchbox Racers	16	30
Mc Kids	8	23
Mech Attack	1	7
Mega Man 1	4	15
Mega Man 2	1	12
Mega Man 3	1	13
Mega Man 4	5	20
Mega Man 5	8	32
Mega Man 6*	16	30
Menace Beach	10	28
Mendel Palace	1	7
Mermaid Atlantis	14	30
Metal Fighter	4	20
Metal Gear	1	3

We Pay You/We Sell Used		
Metal Man*	$16	$30
Metal Mech	1	10
Metal Storm	1	12
Metroid	1	4
Michl Andretti	1	12
Mickey Mouse	1	10
Mickey's Safari	16	35
Mickey's Adv*	16	30
Micro Machines	12	30
Mig 29	1	15
Might & Magic	20	54
Mighty Bmb Jck	1	5
Mighty Final Fgt	14	30
Millipede	6	30
Milons Sec Castle	1	5
Mini Putt*	16	30
Mission Cobra	10	20
Mission Imp	1	3
Monopoly	14	40
Monst Trk Rly	14	30
Monster Party	1	5
Monster/Pocket	6	20
Moon Crystal	16	30
Moon Ranger	8	30
Motr City Ptrl	10	30
Mr Gimmick*	16	30
Ms Pacman	20	55
MULE	1	13
Muppet Adv	2	13
Muscle	1	2
Mutant Virus	1	15
Mystery Quest	1	5
NARC	1	6
Nascar Chall	3	20
Natl Ftbl Lg	1	7
NES Open	5	30
Nghtmr Elm St	1	8
Nigel Mansell	16	30
Nightshade	1	13
Ninja Crsdrs	1	10
Ninja Gaiden	1	5
Ninja Gaiden 2	1	6
Ninja Gaiden 3	3	18
Ninja Kid	1	5
Noahs Ark	16	30
Nobun Ambtn	2	18
Nobun Ambtn 2	24	42
North & South	8	23
Nosferatu*	16	30
Operation Wolf	1	3
Orb 3D	1	3
Othello	1	13
Over Horizon*	16	30
Overlord	10	22
P Radicus	8	18
Pac-Man	8	30
Pac-Mania	20	42
Palamedes	6	18
Panic Restaurant	16	30
Paperboy	2	12
Paperboy 2	10	28
Perfect Fit	3	15
Pesterminator	4	12
Petr Pan Pirts	2	12
Phantm Fighter	1	6
Pictionary	4	15
Pinball	3	12
Pinball Quest	8	22
Pinbot	4	16
Pipe Dream	3	18
Pirates	8	26
Platoon	1	2
Play Act Ftbl	1	4
Pool Radiance	10	30
Popeye	1	8
POW	1	5
Power Punch 2	3	22
Powerblade	1	7
Powerblade 2	14	30
Predator	1	4
Prince Persia	8	22
Princs Tomato	6	18
Pro Am Racing	1	7
Pro Am Racing 2	8	35
Pro Sprt Hockey*	16	30
Pro Wrestling	1	3
Pugsley Scav Hnt	16	30
Punch Out	1	6
Punisher	1	8
Puss & Boots	1	15
Puzzle	8	16
Puzznic	14	39
Pyramid	16	29
Pyramids Of Ra	16	30
Q Bert	2	13
Qix	24	40
Quant Fighter	1	6
Quattro Adv	4	22
Quattro Arcd	12	26
Quattro Sports	8	18
Race America	12	30
Racket Attack	1	3
Rad Gravity	1	5
Rad Racer	1	6
Rad Racer 2	1	10
Rad Racket	14	30

We Pay You/We Sell Used		
Raid 2020	$1	$8
Raid Bnglg Bay	1	2
Rainbow Island	5	28
Rally Bike	2	12
Rambo	1	3
Rampage	1	7
Rampart	8	22
RBI Baseball	1	6
RBI Bsbl 2	1	16
RBI Bsbl 3	6	28
Remote Control	1	4
Ren & Stimpy*	16	30
Renegade	1	2
Rescue Emb Mis	1	3
Rescue Rangrs	1	13
Rescue Rangrs 2*	16	30
Ring King	1	6
Rivr Cty Rnsm	1	7
Road Blasters	1	8
Road Runner	2	16
Robin Hood	1	13
Robo Cop	1	7
Robo Cop 2	4	15
Robo Cop 3	12	26
Robo Cop vsTrm*	16	30
Robo Demons	6	16
Robo Warriors	1	4
Rock N Ball	1	7
Rocket Ranger	1	3
Rocketeer	1	7
Rockin' Kats	10	22
Rcky/Bllwnkl	10	28
Roger Clmns Bsbl	1	15
Roger Rabbit	1	6
Roller Ball	4	22
Roller Games	1	6
Rollerblade Rcr	12	30
Rolling Thunder	1	4
Romnc 3 Kngds	1	15
Romnc 3 Kngds 2	14	35
Roundball	1	15
Rush N Attack	1	2
Rygar	1	3
Scat	1	18
Secret Scout	10	26
Secret Storm	6	20
Section Z	1	3
Seicross	1	2
Sesame St 123	3	16
Sesame St ABC	1	16
Sesm St ABC/123	12	38
Sesame St Ctdn	10	30
Shadow Ninja	1	10
Shadowgate	1	7
Shatterhand	1	8
Shingen Ruler	1	10
Shinobi	1	7
Shock Wave	2	12
Shooting Range	1	13
Short Order	1	12
Side Pocket	10	32
Silent Assault	4	18
Silent Service	1	4
Silk Worm	1	8
Silver Surfer	1	8
Smpsns-B vs SM	2	10
Smpsns-B vs Wrld	2	13
Smpsns-B vs RM	1	20
Skate Or Die 1	1	2
Skate Or Die 2	1	6
Ski Or Die	1	16
Skull & Crsbns	1	7
Sky Kid	1	5
Sky Shark	1	4
Slalom	1	2
Smash TV	1	8
Snake Rattle	1	8
Snakes Revenge	1	3
Snoopy Sports	1	13
Snow Brothers	16	40
Snow White	17	39
Snow Wht Hap*	16	30
Soccer	1	5
Solar Jetman	1	3
Solitaire	1	30
Solomans Key	1	6
Solstice	1	4
Space Marine*	16	30
Space Shuttle	2	18
Spelunker	1	4
Spiderman-Sin 6	2	20
Spiritual Warfare	8	22
Spot The Game	1	15
Spy Hunter	1	3
Spy vs Spy	1	5
Sqoon	1	7
Squashed*	16	30
Stadium Events	14	30
Stanley	8	25
Star Force	1	4
Star Ship Hctr	1	4
Star Soldier	1	3
Star Trek	6	22
Star Trek TNG	14	30
Star Tropics	1	7
Star Voyager	1	2

We Pay You/We Sell Used		
Star Wars	$6	$20
Stealth	1	5
Stinger	1	2
Street Cops	1	13
Street Fighter	3	12
Strider	1	3
Stunt Kids	16	30
Superman	1	8
Supr Cars	3	15
Supr Contra	1	7
Supr Dodge Ball	1	8
Supr Glove Ball	1	2
Supr Jeopardy	8	22
Supr Mario	1	2
Supr Mario 2	1	12
Supr Mario 3	1	18
Supr Mr/Dk Ht	1	2
Supr Mr/Dk/Trk	1	2
Supr Off Road	1	13
Supr Pitfall	1	8
Supr Slm Dunk*	16	30
Supr Spk Vlybl	1	7
Supr Spk/WCSoc	1	8
Supr Sprint	1	8
Supr Spy Hntr	4	20
Supr Tm Games	1	8
Swampthing	8	30
Swordmaster	3	25
Swords & Serps	1	7
Taboo 6th Sense	1	8
Tag Tm Wrest	1	2
Tagin Dragon	10	19
Talespin	5	20
Target Rengade	1	2
Task Frc Harrier*	16	30
Tecmo Baseball	1	7
Tecmo Bowl	2	15
Tecmo Bowl 2	10	38
Tecmo Cup Sccr	16	30
Tecmo NBA Bbl	12	38
Tecmo Wrld Wrst	1	6
TMNT	1	6
TMNT 2	1	13
TMNT 3	6	28
TMNT-Trn Ftrs*	16	30
Tennis	1	4
Terminator	14	30
Terminator 2	1	12
Terra Cresta	1	6
Tetris	4	20
Tetris 2	4	35
Thomas The Tank*	16	32
Three Stooges	1	8
Thunderbirds	1	8
Thundercade	1	6
Thundr & Litng	8	30
Tiger Heli	1	2
Tiles Of Fate	6	20
Time Lord	1	2
Times Of Lore	8	25
Tiny Toon	5	28
Tiny Toons 2	16	38
To The Earth	1	3
Toki	10	25
Tom & Jerry	10	30
Tombs & Trsrs	1	16
Toobin	10	20
Top Gun	1	6
Top Gun 2	1	9
Total Recall	1	5
Totally Rad	1	7
Touchdwn Fever	3	12
Tower Of Radia	16	30
Town & Country	1	2
Town & Country 2	1	12
Toxic Crusadors	1	20
Track & Field	1	3
Track & Field 2	1	4
Treasure Isl Diz	16	30
Treasure Mstr	1	9
Trick Shooting	1	10
Trog	4	20
Trojan	1	3
Trolls	16	30
Trolls Crzylnd*	16	30
Twin Cobra	1	12
Twin Eagle	1	13
Ultima 1 Exodus	1	8
Ultima 2 Qst	4	22
Ultm 3 War/Dest	14	44
Ultmt Air Cmbt	6	28
Ultmt Bsktbl	1	10
Ultmt Journey	18	39
Ultmt Soccer	10	25
Ultmt Stuntman	1	7
Uncharted Wtrs	10	28
Uninvited	8	25
Untouchables	2	13
Uphoria*	16	30
Urban Chmpn	1	2
Vegas Dreams	18	40
Venice Bch Vlybl	2	15
Vice Proj Doom	1	6
Videomation	1	10
Vindicators	1	3
Volleyball	1	5

We Pay You/We Sell Used		
Wacky Races	$12	$30
Wall Street Kid	1	6
Wally Bear	8	25
Wayne Grtsky	1	12
Waynes World*	16	30
Werewolf	1	5
Wheel Fortune	5	16
Wheel Frtn Fam	8	22
Wheel Frtn Jr	3	20
Wheel Frtn Vanna	14	34
Where's Waldo	1	12
Whomp'em	1	13
Widget	8	30
Wild Gunman	1	6
Willow	1	7
Win Lose Draw	1	9
Winter Games	1	3
Wizardry	3	16
Wizardry 2	14	35
Wizrds & Warrs	1	3
Wizrds & Warrs 3	1	15
Wolverine	4	22
World Champ	1	15
World Champ Wr	1	8
World Cl Trk	1	4
World Cup Sccr	1	10
World Games	1	6
World Runner	1	2
Wrath Blk Mnta	1	2
Wrecking Crew	1	5
Wrestlemania	1	3
Wurm	1	12
WWF Challenge	1	10
WWF Steel Cage	3	22
WWF Kng Ring*	16	30
Xenophobe	1	2
Xevious	1	4
Xexyz	1	3
Yo Noid	1	10
Yoshi	8	25
Yoshis Cookie	12	28
Yng Indy Chron	14	30
Zanac	1	3
Zelda	1	8
Zelda 2	1	10
Zen/Intrgl Ninja	16	30
Zombie Nation	2	20

ACCESSORIES

Game Deck	**$15**	**$30**
Adv Joystick	2	10
Arkanoid Cntrl	12	30
Carry Case/Lg	1	6
Carry Case/Sm	1	3
Comp Pro	3	15
Double Player	1	8
Epyx Joystick	1	5
Ext Cord Cntrl	2	8
Four Score	3	12
Game Genie	6	25
Game Holder/Lg	2	5
Game Holder/Sm	1	4
Joy Card	1	7
Light Gun	1	3
Mega Joypad	2	12
Misc Joypad	1	5
Misc Joystick	1	4
NES Max Joypad	1	6
Power Glove	3	12
Power Pad	1	6
Quick Shot Rnd	1	4
Rock N Roller	1	5
Satelite	3	8
Single Wireless	1	6
Star Mstr Jystk	1	4
Suprcontroller	1	3
U Force	1	5
Ult Joystick	2	12
Ult Wireless	8	28
Wizmaster Jystk	6	16
Zipper Cntrl	2	7

***NEW RELEASES**
These may not yet be out by the manufacturer.

3DO

We Pay You/We Sell Used		
REAL FZ-1	**$400**	**$599**
7th Guest Part 2*	26	49
11th Hour*	26	49
20th Ctry Alm*	10	29
3D Adventures*	26	49
3D Football*	26	49
A.B.S.*	26	49
Aces Over Euro*	26	49
Air Warrior*	26	49
Animals*	10	29
Battlechess*	26	49
Blood Couriers*	26	49
Cowboy Casino*	26	49
CPU Bach*	10	29
Crash 'n Burn	12	29
Creature Shock*	26	49
Dead Hunt*	26	49
Demolition Man*	26	49
Dragon Tales*	26	49
Dragons Lair*	26	49
Escp Mstr Man*	26	49
ESPN Baseball*	26	49
ESPN Football*	26	49
Family Feud*	26	49
Fatty Bear BDay*	10	29
Fatty Bear Fun*	10	29
Horde*	26	49
Humans*	26	49
Incredbl Mchn*	10	29
Inferno*	26	49
Inspctr Quiz*	26	49
Intl Baseball*	26	49
Intl Cwby Csno*	26	49
Intl Football*	26	49
Jhn Maddn'94*	26	49
Jurassic Park*	26	49
Lemmings*	26	49
Lowr Score TK*	10	29
Mad Dog Mc	26	49
Mad Dog Mc 2*	26	49
Mega Race*	26	49
Meiko*	26	49
Microcosm*	26	49
Nght Trp(2 Dsks)	26	49
Oceans Below*	10	29
Out of Wrld*	26	49
Pebble Bch Glf*	26	49
Peter Pan*	26	49
PGA Tour Golf*	26	49
Pool Shark*	26	49
Putt-Putt Fun*	10	29
Putt-Putt Moon*	10	29
Putt-Putt Parade*	10	29
REAL Pinball*	26	49
Red Barron*	26	49
Return Fire*	26	49
Road Rash*	26	49
Sewer Shark*	26	49
Shadowcaster*	26	49
Shelly D Birds*	10	29
Shockwave*	26	49
Space Pirates*	26	49
Space Shuttle*	26	49
Spr Wng Cmdr*	26	49
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Stellar Fire	26	49
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TFX*	26	49
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Twisted*	26	49
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Virtual House*	10	29
Whl Dg Almnc*	10	29
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Barbie Super Mdl	26	45
Barney Hide Seek	22	40
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Batman	14	28
Batman Returns	14	30
Batman Rvg Jkr	10	28
Battle Master	14	28
Battle Squadrn	4	15
Battletech*	26	45
Battlewings*	26	45
Battltds/Dbl Drg	16	32
Beanball Bny*	22	40
Beast Wrestler	10	30
Beaut Beast-Belle	20	40
Beaut Beast-Roar	22	40
Beethoven*	26	45
Best Of Best*	26	45
Big Nose F O*	26	45
Bill Walsh Ftbl	20	48
Bimini Run	14	28
Biohazrd Btl	12	28
Blades-Veng	26	45
Blaster Master 2	16	35
Block Out	18	36
Body Count*	26	45
Bonanza Bros	8	18
Breach	22	40
Brett Hull Hcky*	26	45
Brutal Football*	26	45
Bbbl & Squeak*	26	45
Bubsy	22	40
Buck Rogers	10	30
Budokan	1	8
Bulls vs Blazers	14	38
Bulls vs Lakers	10	22
Burning Force	6	18
Bustr Dgls Bxg	4	15
Cadash	12	25
Caesars Palace*	26	45
Cagey Capers*	26	45
Cal Ripken Bsbl	12	30
Caliber 50	6	18
Calif Games	10	28
Capt America	14	35
Capt Planet	26	48
Carmn Sndgo-T	10	26
Carmn Sndgo-W	18	38
Cstlvnia Blood*	26	45
Centurion	14	30
Chakan	10	28
Champ Bowling	20	38
Chmp Lg Soccr*	26	44
Charles Brkly B*	26	45
Chase HQ 2	18	38
Chessmastr	22	40
Chester Cheetah	24	42
Chestr Chth QW*	26	45
Chi Chi Golf	26	45
Chiki Chiki Boys	16	38
Choplifter 3*	26	45
Chuck Rock	16	32
Cliffhanger	26	45
Clue	24	42
College Ftbl*	26	45
Columns	22	40
Cool Spot	28	50
Cool World	22	40
Cosmic Spchead	26	45
Crack Down	3	20
Crash Dummies*	26	45
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Crue Ball	22	40
Cyber Cop	5	28
Cyberball	6	15
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Dashin Dsprados	22	40
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Dragons Fury	24	50
Dragons Fury 2	26	45
Dune 2*	26	45
Dynamite Duke	6	15
E Swat	6	15
Earnest Evans	10	20
El Viento	6	20
Elemental Master	16	38
ESPN Bsbl *	26	45
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Eternal Chmpns	28	50
Euro Hockey(MD)	30	59
Euro Racers*	26	45
Evander Hlyfld	12	28
Ex-Mutants	10	20
Exile	16	32
F 15 Strke Egl 2	22	40
F 19 Stealth Ftr*	22	40
F 22 Intercptr	12	28
F 117 Nght Strm	26	45
Faery Tales	10	20
Family Feud *	26	45
Fantasia	14	28
Fantastic Dizzy	26	45
Fatal Fury	20	40
Fatal Rewind	4	10
Fatal Labyrinth	5	10
Ferrari GP	14	30
Fido Dido*	26	45
FIFA Soccer	24	45
Fighting Masters	12	28
Fighting Mega*	26	45
Final Zone	6	16
Fire Shark	8	18
Fireteam Rogue*	26	45
Flashback	20	40
Flicky	12	26
Flintstones	22	40
Forgotn Wrlds	5	10
Formula One	24	45
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Future Zone*	26	45
G Loc	16	30
Gadget Twins	10	32
Gaiares	4	18
Gain Ground	6	18
Galahad	8	30
Galaxy Force 2	8	18
Gauntlet 4*	22	40
Gemfire	14	38
General Chaos	20	40
Genghis Khan 2	26	45
George Frmn	10	30
Ghost Bstrs	10	20
Ghouls Ghosts	10	20
Gods	10	28
Golden Axe	12	25
Golden Axe 2	10	28
Golf	4	15
Goofy*	26	45
Granada	4	15
Great Waldo Srch	12	30
Greatest Hvywts	18	40
Greendog	8	20
Grindstormer*	26	45
Growl	6	26
Guardn Angels*	20	40
Gunship*	26	45
Gunstar Heroes	14	40
Hard Drivin'	12	22
Hardball	4	13
Hardball 3	18	40
Harlem Glbtrtrs*	26	45
Haunting	16	39
Heavy Nova	6	16
Hellfire	8	20
Herzog Zwie	16	36
Hi-Teck Aircraft*	26	45
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Hit The Ice	14	30
Hockey*	26	45
Home Alone	14	30
Home Alone 2	26	45
Home Imprvmnt*	26	45
Hook	20	40
Hooves Thunder*	26	45
Humans	16	32
Immortal	20	40
Incredible Hulk*	26	45
Ind Jns Lst Cr	14	32
Ind Jns Chaos*	26	45
Insector X	5	15
Iron Hammer*	26	45
Ishido	2	8
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James Pond 2	10	20
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John Madn 92	6	19
John Madn 93	10	28
John Madn 94*	28	50
John Madn C Edtn	24	50
Jordan vs Bird	8	18
Junction	4	15
Jungle Book*	26	45
Jungle Strike	28	50
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Ka Ge Ki	4	25
Kawasaki 2*	26	45
Keeper Gates*	26	45
Kid Chameleon	14	28
King Salmon	22	40
King/Monsters	20	38
Kings Bounty	12	28
Klax	20	40
Krustys FH	12	25
Lakers Celtics	3	12
Land Stalker	26	48
Last Actn Hero*	26	45
Last Battle	4	12
Legends Of Ring	16	35
Lemmings	20	40
Lemmings 2*	26	45
Lethal Enfrcr	22	40
LHX Attck Chppr	12	26
Lightning Force	10	20
Litl Mermaid	20	40
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Lotus 2 Recs	26	45
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Marble Madns	16	35
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Matrix Prime*	26	45
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Maverick-SFG	22	40
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Michl Jksn Mwk	8	22
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Mickey/Donald	24	44
Mickey Ms Cstl	16	30
Mcky's Ult Chlg*	26	45
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Mystical Fghtr	6	28
NBA Action 94*	26	45
NBA Allstar Chlg	10	28
NBA Jam*	26	45
NBA Showdown*	26	45
NFL 94*	26	45
NFL QB Club*	26	45
NHL Hockey	8	22
NHLPA 93	14	30
NHL Hockey 94	32	50
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Nuclear Rush*	26	45
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Onslaught	1	8
Operation Alien*	26	45
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Outlander	16	34
Outlaw Racing*	26	45
Outrun	18	36
Outrun 2019	16	35
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Paperboy	22	40
Paperboy 2	22	40
Pat Rily Bskbl	4	12
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PGA Tour Golf	18	38
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Phant Star 3	16	35
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Raiden Trad	10	20
Rambo 3	8	20
Rampart	20	40
Ramses 2*	26	45
Ranger X	18	40
Rastan Saga 2	8	18
RBI Bsbl 3	8	20
RBI Bsbl 4	12	35
RBI Bsbl 93	22	45
Ren & Stimpy	28	48
Revenge Shnobi	10	20
Riddick Bowe*	26	45
Rings Of Power	14	30
Risky Woods	14	38
Road Blasters	14	30
Road Rash	16	32
Road Rash 2	28	50
Road Riot 4WD	22	40
Robo Cop 3*	22	40
Robo Cop vs Term	22	42
Rockt Knght Adv	18	38
Rcky Bullwnkl*	26	45
Roger Clemens	8	25
Rolling Thndr 2	8	25
Rolling Thndr 3*	20	40
Rolo To Rescue	24	40
Romnc 3 Kngd 2	22	44
Romnc 3 Kngd 3*	26	45
Sagaia	4	15
Saint Sword	8	20
Seven Cities	22	40
Shadow Beast	4	15
Shadow Beast 2	8	25
Shadow Blaster	6	15
Shadow Dancer	6	15
Shadowrun*	26	45
Shanghai 2	22	40
Shining Drkns	14	28
Shining Force	26	48
Shinobi 3	22	40
Shove It	8	18
Side Pocket	28	48
Smpsns-B Ntmr	20	40
Smpsns-B vs SM	12	25
Skitchin*	26	45
Slaughtr Sport	6	20
Slime World	6	28
Soccer	6	15
Socket	26	45
Socks the Cat*	26	45
Sol-Deace	10	25
Soldiers Fortune*	26	45
Son Of Chuck	26	45
Sonic Hdghog	8	16
Sonic Hdghog 2	16	30
Sonic Hdghog 3	28	50
Sonic Spinball	28	50
Sorcers Kingdm	20	40
Space Harrier 2	4	13
Space Invaders	30	50
Spectre*	26	45
Speed Racer*	26	45
Speedball 2	10	20
Speedwy Chall*	22	40
Spiderman	12	25
Spdrmn/X-Mn	22	40
Splatterhouse 2	18	40
Splatterhouse 3*	24	42
Sports Soccer*	26	45
Sports Tlk Bsbl	12	25
Star Control	10	22
Star Flight	12	26
Star Odyssey*	22	40
Star Quest*	26	45
Steel Empire	8	20
Steel Talons	8	24
Stellar Fire*	26	45
Steven Seagal*	26	45
Stormlord	5	13
St Ftr 2 Sp Chp	30	60
Street Smart	6	18
Streets Rage	14	28
Streets Rage 2	22	40
Streets Rage 3*	26	45
Strider	6	16
Strider 2	18	38
Sub Terrania*	26	45
Summr Challnge	12	30
Sunset Riders	18	40
Superman	14	32
Spr Battleship*	22	40
Spr Battltank	16	32
Spr Bsbl 2020	16	32
Spr Hang On	8	18
Spr High Impact	10	20
Spr Hydlide	2	10
Spr Monaco GP	10	20
Spr Monaco GP 2	16	32
Spr Off Road	14	32
Spr Pinball*	26	45
Spr Smash TV	8	25
Spr Tecmo Bowl	26	48
Spr Tecmo NBA	26	50
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Spr Vlybl	6	18
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Task Force Harr	12	25
Tazmania	16	32
Team USA Bsktbl	8	26
Techno Cop	5	15
Technoclash	12	30
Termnator	14	28
Termntr 2-Arcd	16	35
Termntr 2-Jdg	22	40
Test Drive 2	12	28
Thrd Wrld War*	26	45
Thomas Tank*	22	40
Thunder Fox	8	20
Thunder Frce 2	3	12
Thunder Frce 3	8	16
Time Killers*	26	45
Time Trax*	26	45
Tiny Toons	24	42
TMNT Hyprstne	20	40
TMNT Trn Ftrs	28	48
Toe Jam & Earl	18	35
Toe Jam & Earl 2	26	45
Toki Ape Spit	12	30
Tom Jerry-Frntc*	26	45
Tom Lsrda Bsbl	4	13
Tony La Russa	12	35
Total Carnage*	26	45
Toxic Crusadors	8	20
Toys	16	38
Trampln Terror	4	15
Traysia	12	30
Triple Score	26	45
Troubl Shootr	1	12
Truxton	6	15
Turn & Burn*	26	45
Turrican	3	12
Twin Cobra	8	18
Two Crude Dudes	8	26
Tyrants	8	30
Ultmt Qix	14	30
Ultmt Stuntman*	22	40
Uncharted Wtrs	28	50
Unnessry Rghns*	26	45
Universal Sold	6	25
Valis	4	25
Valis 3	2	13
Vapor Trail	12	26
Virtua Racing*	26	45
Virtual Pinball	26	45
Wardner	4	15
Warpspeed	8	25
Warrior Rome	8	20
Warrior Rome 2	18	38
Warrior Rome 3*	26	45
Warrs Etrnl Sun	24	40
Warsong	16	32
Waynes World	26	45
WCW SprBrwl *	26	45
We're Back*	26	45
Wheel Fortune	30	50
Whip Rush	5	15
Wimbldn Tennis	24	45
Wings Of Wor	6	15
Winter Challenge	8	18
Winter Olympics	26	45
Wiz & Liz	26	45
Wolf Child	22	40
Wonder Boy	14	28
World Cup Sccr	18	38
World Trphy Sccr	8	30
Wrath Of Gods*	22	40
Wrld Ldrbd Golf	14	32
Wrld Sries Bsbl*	26	45
WWF Ryl Rmbl*	28	48
WWF Sup Wrst	14	30
X-Men	22	42
Y's 3	14	30
Young Indy	22	40
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Zombie High	22	40
Zombies Nghbr	24	42
Zool*	26	45
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Adv of Dizzy*	26	48
Aero Fighters*	26	48
Aero The Acrobat	26	48
Aerobiz	26	48
Airborne Rngr	26	48
Aladdin	30	50
Alfred Chicken*	26	48
Alien 3	24	42
Aliens/Predator	22	39
Amazing Tennis	10	35
Amer Gladiators	12	30
American Tail*	26	48
Andre Agassi *	26	48
Arcana	22	40
Arcus Osyssey*	26	48
Ardy Lightfoot*	26	48
Art Of Fighting	26	48
Asterix Gaul*	26	48
Axelay	14	30
B.O.B.	20	40
Barbie Super Mdl	26	48
Batltds/Btl Mncs	22	40
Batltds/Dbl Drg	10	28
Batman Returns	24	45
Battle Blaze*	26	44
Battle Cars*	26	44
Battle Grand Prix	12	38
Battleclash	12	24
Battleclash 2*	26	48
Bazooka Bltzkrg	14	35
Beastball*	26	48
Beauty Beast*	26	48
Beethoven	26	48
Best Of Best	10	28
Big Run*	22	40
Bill Laimbeer	6	15
Bill Walsh Ftbl*	26	48
Biometal	26	48
Bizyland	16	40
Blades of Veng*	26	48
Blaze On	14	38
Blues Brothers	22	40
Brainies	26	44
Brawl Brothers	22	40
Brett Hull Hcky*	26	48
Bubsy	28	48
Bugs Bny Rmpg*	26	48
Bulls vs Blazers	10	30
Cal Ripken Bsbl	18	36
Calif Games 2	16	35
Capt America	18	40
Capt Novolin	26	44
Carmen Sndgo-T	22	42
Carmen Sndgo-W	22	42
Castlevania 4	16	30
Chmp Lg Soccr*	26	48
Champ Pool*	26	48
Chase HQ	22	40
Chavez Boxing*	26	48
Chessmaster	22	40
Chester Cheetah	22	40
Choplifter 3*	26	48
Chuck Rock	14	32
Citadel*	26	48
Clayfighters	24	48
Claymates*	26	38
Cliffhanger	26	48
Clue	24	42
Combatribes	12	30
Congos Caper	20	42
Contra 3	20	38
Cool Spot	28	48
Cool World	16	30
Crash Dummies	26	44
Crash'n Boys	26	44
Curse/Azure Bnd	26	44
Cyber Spin	16	35
Cybernator	18	38
D Force	12	24
Daffy Duck	20	40
Darius Twins	7	18
Dashin' Dsprds*	26	48
Death Valley Rly	12	30
Dennis/Menace*	26	48
Desert Strike	24	42
Diamond Chal*	26	48
Dig Spike Vlybl*	26	45
Dino City	18	35
Doomsdy Warrior	16	35
Dr Franken	26	48
Dracula	16	38
Dragons Lair	14	28
Drakkhen	8	20
Dream Probe*	26	45
Dream TV*	26	45
Dungeon Master	28	48
Earth Dfns Frc	4	22
Eek the Cat*	26	48
Equinox*	20	40
ESPN Bsbl *	26	48
ESPN NFL*	26	48
EVO Srch/Eden	28	50
Extra Innings	6	30
Eye Beholder*	26	48
F 1 Pole Position	26	48
F 1 ROC	16	34
F 1 ROC 2*	26	48
F Zero	16	30
Faceball 2000	14	30
Family Dog*	20	40
Family Feud	26	48
Fatal Fury	16	35
Felix The Cat*	26	44
Fido Dido*	26	48
Final Fantasy 2	24	42
Final Fantasy MQ	12	25
Final Fight	7	20

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Final Fight 2	$22	$40
Firehawk*	26	48
Firepower 2000	12	28
Fireteam Rogue*	26	48
First Samurai	20	42
Flashback*	26	48
Football 2000*	26	48
Football Fury	20	42
Future Zone*	26	48
Gemfire	20	40
Genghis Khan 2*	26	48
George Frmn	6	19
Goal	14	36
Gods	16	32
Golden Empire*	26	48
Goof Troop	24	42
GP-1	20	40
Gradius 3	8	18
Grt Waldo Srch	22	40
Guerilla War	24	44
Gunforce	14	32
Hmmrn Harry*	26	48
Hardball 3*	26	48
Hrly Hmngs Adv	10	28
Hit The Ice	20	40
Hockey*	26	48
Hole In One	12	22
Home Alone	16	30
Home Alone 2	16	30
Home Imprvmnt*	26	48
Hook	16	34
Humans	24	45
Hunt Red Oct	8	30
Hyper V-Ball*	26	48
Hyper Zone	7	18
Imperium	8	38
Incredible Hulk*	26	48
Inindo	22	39
Inspctr Gadget	26	48
Intn'l Tennis*	26	48
Itchy Scratchy*	26	48
Jack Nkls Golf	22	40
Jaguar*	26	48
James Bond Jr	8	30
Jeopardy	26	44
Jim Powers 3D	26	48
Jimmy Connors	20	40
Joe & Mac	10	30
Joe & Mac 2*	26	48
John Madn 92	5	18
John Madn 93	10	28
John Madn 94	28	50
Journey Home*	26	48
Jungle Book*	26	48
Jurassic Park	24	45
Kablooey	14	32
Kaboom*	26	48
Kawasaki Chall	12	38
Kendo Rage	26	48
King Arthrs Wrld	20	40
King/Monsters	14	35
Krustys FH	10	22
Lagoon	14	30
Lamborghini	26	48
Last Actn Hero	26	48
Lawnmowr Man	26	48
Legend*	26	48
Legends Of Ring	22	40
Lemmings	14	32
Lenus*	26	48
Lester Unlikely*	26	48
Lethal Enfrcr	26	48
Lethal Weapon 3	8	26
Lock On	20	40
Lord Rings*	26	48
Lost Vikings	22	39
Lufia	28	48
Magic Boy*	26	48
Magic Sword	12	30
Magical Quest	24	44
Mario Is Missing	24	42
Mario Kart	24	42
Mario Paint Game	12	28
Mario Wario*	26	48
Mario Time Mchn	22	44
Matrix Prime*	26	48
Mecarobot Golf	26	48
Mech Warrior	22	40
Mega Man X	26	45
Metal Jacket*	26	44
Metal Marine*	26	48
Metal Masters*	26	44
Mcky's Ult Chlg*	26	48
Micro Machines*	26	48
Might/Magic 2*	26	44
Might/Magic 3	26	44
Mighty Max*	26	48
Mndy Ngt Ftbl*	26	44
Monopoly	28	48
Mortal Kombat	24	50
Mr Nutz*	26	48
Muhammad Ali*	26	48
Musya	12	32
MVP Football	26	45
Mystical Ninja	14	28
NBA Allstars	6	28
NBA Jam*	26	48
NBA Showdown	24	48
NCAA Bsktbl	12	28
NFL Football*	26	48
NFL QB Club*	26	48
NHLPA 93	12	30
NHL Hockey 94	30	50
NHL Stanley Cup	26	48
Nigel Mansell	20	38
Nobun Ambtn*	26	48
Noln Ryn Bsbl	10	28
Nosferatu*	26	48
On The Ball	20	40
Operation Alien*	26	48
Oper Lgc Bmb	24	48
Orbitus*	26	48

We Pay You/We Sell Used		
Out Of Wrld	$12	$32
Out To Lunch	26	48
Outlander	8	28
Pac Attack	20	40
Pac-Man 2*	26	48
Paladdin's Quest	26	48
Paperboy 2	16	30
Peacekeepers*	26	48
Pebble Beach	28	50
Pele'*	26	48
PGA Tour Golf	32	58
Phalanx	12	28
Pilot Wings	14	28
Pink Hollywood	26	48
Pirates Dk Wtr*	26	48
Pitfall*	26	48
Pitfighter	10	19
Plok	22	40
Pocky & Rocky	20	39
Popeye*	26	48
Populous	6	15
Power Moves	10	30
Prehistorik Man*	26	48
Prince Persia	18	40
Pro Quarterback	8	25
Pro Sport Hcky*	26	48
PTO	24	42
Pugsly Scav Hunt	24	42
Push Over	16	38
Putty*	26	44
Q Bert	18	40
R-Type 3*	26	48
Race Drivin'	14	30
Radio Flyer	24	42
Raiden Trad	12	28
Railroad Tycon*	26	48
Rampart	22	40
Ranma 1/2	26	48
Rap Quest*	26	44
Redline Racer	18	40
Relief Pitcher*	26	48
Ren & Stimpy	22	40
Riddick Bowe	26	48
Rival Turf	4	25
River Raid*	26	48
Road Riot 4WD	12	28
Robo Cop 3	18	35
Robocop vs Term	22	42
Robosaurus	20	40
Rock N Roll Rcng	24	42
Rocketeer	8	20
Rcky/Bllwnkl	22	40
Rocky Mtn Sport*	26	48
Rocky Rodent	20	40
Roco Mdrn Life*	26	48
Rgr Clmns Bsbl	10	28
Romnc 3 Kngds 2	30	50
Romnc 3 Kngds3*	26	48
RPM Racing	8	18
Run Saber	14	30
Secret Mission*	26	48
Secret Of Mana	28	50
Sengoku*	26	48
Shadowrun	28	50
Shanghai 2	26	48
Side Pocket	26	48
Sim Ant	26	48
Sim City	24	42
Sim Earth	22	40
Smpsns-B Ntmr	14	28
Skins Game	24	42
Skuljager	12	30
Skyblazer*	26	48
Smart Ball	10	32
Snow White*	26	48
Socks the Cat*	26	48
Soldrs Fortune	26	48
Solo Flight*	26	48
Soulblazer	28	48
Space Ftbl	10	35
Space Mgfrc	16	32
Spanky's Quest	18	35
Spcl Tee Shot	26	44
Speed Racer*	26	48
Spellcraft*	26	44
Spdrmn/X-Mn	14	38
Spindizzy Worlds	18	39
Splaterhouse 3*	26	48
Sports Illstrd*	24	44
Star Fox	22	40
Star Trek*	26	48
Star Wars	22	40
Steel Talons	26	48
Steven Seagal*	26	48
Street Combat	22	40
Street Ftr 2	10	30
Street Ftr 2-Turbo	18	50
Strike Gunner	16	40
Striker*	26	48
Sunset Riders	26	48
Superman*	24	44
Supr Aquatic Gms	14	30
Supr Basbl Sim	2	22
Supr Bases Lded	6	28
Spr Bases Lded 2*	26	48
Supr Batter Up	22	40
Supr Battleship*	28	48
Supr Battletank	12	30
Supr Battletank 2*	26	48
Supr Black Bass	32	55
Supr Bomberman	18	38
Supr Bowling	24	42
Supr Bsbl 2020	18	38
Supr Buster Bro	24	44
Supr Caesar's	22	42
Supr Chase HQ*	26	48
Supr Conflict	24	42
Supr Dodge Ball*	24	45
Supr Double Drag	18	38
Spr Emp Strk Bck	28	50
Supr Ghouls	10	22
Supr Goal 2*	26	48

We Pay You/We Sell Used		
Supr Godzilla*	$26	$48
Supr High Impact	16	36
Supr James Pond	26	44
Supr Mario Wrld	4	13
Supr Metroid*	26	48
Supr Mr All Stars	28	45
Supr NBA Bsktbl	20	40
Supr NFL	12	35
Supr Ninja Boy	20	40
Supr Nova*	26	48
Supr Off Road	14	28
Spr Off Rd-Baja	22	40
Supr Play Act Fb	6	18
Supr Putty*	26	48
Supr R Type	6	15
Supr Scp(6in1)	3	10
Supr Slam Dunk	18	40
Supr Slap Shot	14	35
Supr Smash TV	10	20
Supr Soccer	20	40
Spr Soccr Chmp	20	40
Spr Sonic Blstmn	12	30
Spr Strike Eagle	24	42
Spr Tecmo Bowl	28	50
Spr Tecmo NBA*	26	48
Supr Tennis	8	22
Supr Troll Isld*	26	48
Supr Turrican	18	38
Supr Turrican 2*	26	48
Supr Valis 4	14	30
Supr Widget	20	40
Suzuka*	26	48
Swampthing	26	45
Syvallion*	26	48
Tazmania	26	45
TMNT 4	16	32
TMNT Trn Ftrs	28	50
Tennis Tour	26	48
Terminator	20	40
Terminatr 2-Arcd	24	44
Terminatr 2-Jdg	24	44
Test Drive 2	22	40
Thomas Tank	26	44
Thunder Spirits	8	20
Time Killers*	26	48
Time Trax*	26	48
Timeslip	26	48
Tiny Toons/Bustr	24	42
TKO Boxing	6	30
Tom & Jerry	24	44
Tony M Soccer	26	48
Top Gear	24	42
Top Gear 2	28	50
Total Carnage	26	48
Toys	18	36
Troddlers	14	30
Tuff E Nuff	20	40
Turn & Burn*	26	48
Ult Fighter	24	44
Ultma-Flse Prpht	24	45
Ultrabots	24	45
Ultraman	6	16
UN Squadron	12	24
Uncharted Wtrs	32	54
Undercover Cops*	26	48
Universal Sold	24	44
Untouchables	24	44
Utopia*	26	44
Vegas Stakes	30	50
Wailalae C C	18	36
Warpspeed	18	40
Warrior Rome 3*	26	48
Waynes World	18	35
WCW SprBrwl*	26	48
We're Back	26	48
Wheel Fortune	28	48
Whirlo	24	44
Wicked 18 Golf*	24	44
Wing Commndr	14	28
Wing Commndr 2	22	40
Wings 2 Aces-Hi	18	38
Wizard Of Oz	28	50
Wntr Olym Gms*	26	48
Wolf Child	20	40
Wolfenstein 3D*	26	48
Wordtris	20	40
World Heroes	18	40
World Lg Sccr	8	22
Wrld Soccr 94*	26	48
Wrestlemania	8	20
Wrld Chmp Wrst*	26	48
Wrld Cp Soccr*	26	48
WWF Ryl Rmbl	30	50
X-Zone	14	28
Xardion	10	28
Y's 3	6	18
Yoshis Cookie	22	40
Yoshis Safari	22	45
Young Merlin*	26	48
Zelda 3	18	36
Zombies Nghbr	24	42

ACCESSORIES

Game Deck	**$46**	**$90**
Ascii Pad	8	20
AV Wires	1	5
Carry Case	10	19
Champ Joystick	26	60
Comp Pro	8	18
Controllr Qksht	6	18
Dual Turbos(2)	22	39
Ext Cord Cntrl(2)	6	15
Fighter Stick	22	39
Game Genie	22	42
Game Holder	4	9
Light Gun	12	22
Mario Paint Mouse	10	22
Misc Joypad	6	15
Misc Joystick	4	15
Multi-Tap(5-Plyr)	6	12
Street Ftr 2 Jstk	24	42
Supr Adv Joystick	16	38
Supr Scope	14	29

***NEW RELEASES**
These may not yet be out by the manufacturer.

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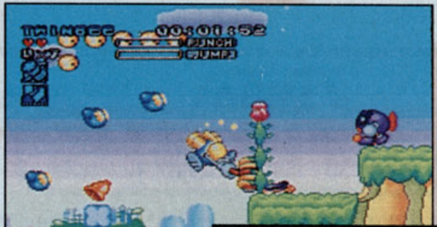
OVERSEAS PROSPECTS

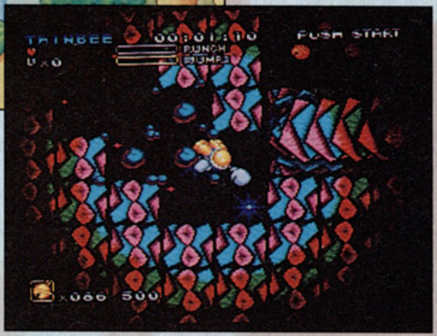
An International View on Video Games

twinbee

RAINBOW BELL ADVENTURE



'Bee careful here.



The graphics and backgrounds are excellent.

This month we take a close look at Konami's hot new action game in Japan, and we check out three games for 3DO, which made its Japanese debut with Panasonic's REAL Multiplayer.

By the Trackman in Japan

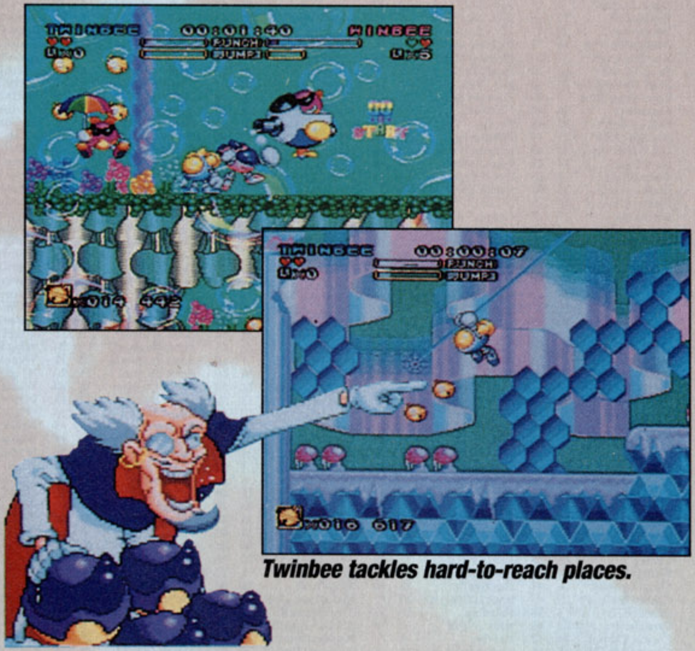
It's hard to figure out exactly what Twinbee is. He's not a bee, and although his pals Winbee and Gwinbee look similar, he's not a twin, either. He is, however, an awesome bell-collecting machine (which is good, since that's the object of this fast, side-scrolling platform game).

Bells Are Ringing

Twinbee's inventor is Dr. Shinamon, a really smart guy who's monitoring the universe for Rainbow Bells, the ringing of which keeps everything at peace. The bad dude is Dr. Warumon, whose evil henchbots have stolen the Bells. You must collect the Bells, stomp the baddies, and restore peace to the universe.

Naturally, when Twinbee gets his hands on a Rainbow Bell, he gains a special power, such as a laser blaster or spiked boots for mega monster mashing. Coupled with his already radical jumping and punching abilities, he's practically unstoppable.

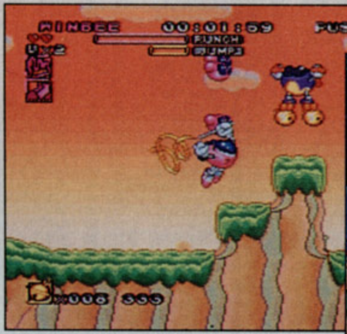
The game itself looks, feels, plays, and even sounds almost exactly like Sonic the Hedgehog. In between collecting the Rainbow Bells you'll find a host of Sleigh Bells, all of which Twinbee has to gather up to complete a stage. Like Sonic, the stages are full of hidden doorways and secret rooms. Running whole-hog (oops) in one direction fires up your speed, and hitting a bad guy causes you to lose all your Bells, or a life if you don't have a Bell.



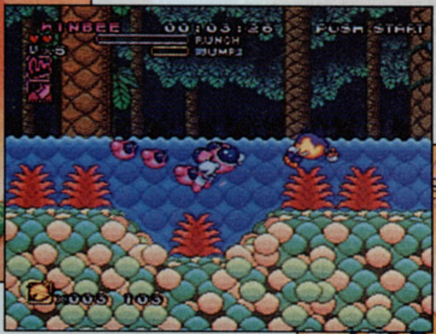
Twinbee tackles hard-to-reach places.

'Bee Good

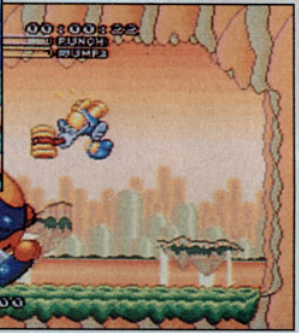
A few words of warning: If you're tops at Sonic, Twinbee won't be a thumb-blistering challenge, just something different. Likewise, if Sonic isn't your can of cola, then neither is Twinbee.



Twinbee: For whom the Bells toll.



Explore various environments.



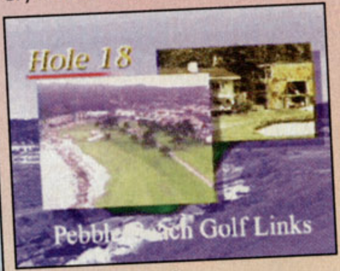
Not too much like Sonic and Robotnik!

3 FOR 3DO

By Game Over Man

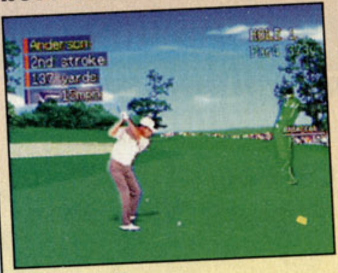
Pebble Beach Golf Links (By Panasonic)

If you can afford a Panasonic 3DO Multiplayer, you can afford to play 18 holes at the world-famous Pebble Beach golf course (which is Japanese-owned, anyway). But, if you just prefer the Multiplayer, here's the 18.

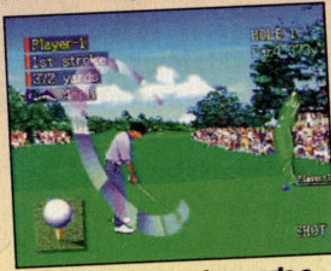

Hole 18
Pebble Beach Golf Links

It's Pebble Beach.

T&E Soft, which created Pebble Beach and Waialae True Golf Classics for the Super Famicom, developed this game. Like that famous twosome, this CD delivers the actual 18 holes at Pebble. You can play a four-day tournament in a foursome made up from 80 pros. You play via a three-button-press power meter. The golfers, the caddies, and the beautiful fly-bys (which move at an impressive 28 frames per second) are real-life images.


Anderson
2nd stroke
137 yards
HOLE 1

Play with the pros.


Player-1
1st stroke
SHOT

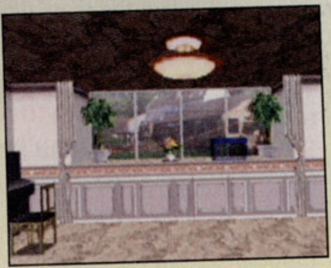
Even the power meter sports a 3D look.

The Life Stage (By Panasonic)

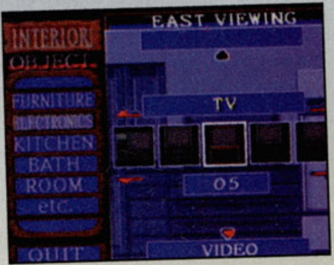
Leave it to the Japanese to come up with a totally unusual concept for an electronic entertainment product. Tired of your pad, your crib, your digs! This 3DO disc enables you to build a virtual house!

You design all the rooms using a dizzying variety of data: color, wallpaper, shape, size, furniture, appliances, tableware, sporting goods, views (even outer space!), lighting, time of day, stereo, TV, and a 3DO Multiplayer, of course. Flames will burn in the fireplaces. Video clips (featuring real video footage) play on the television.

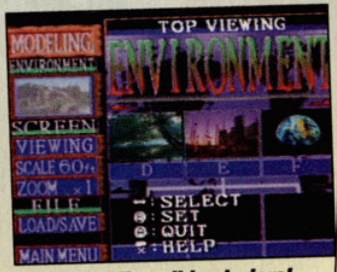
Amazin,' ain't it? What's more amazing is that this will be one of Panasonic's first 3DO offerings in the U.S.



Build your dream house.


EAST VIEWING
INTERIOR
OBJECT
FURNITURE
ELECTRONICS
KITCHEN
BATH
ROOM
etc.
TV
05
QUIT
VIDEO

You choose everything for your virtual home.

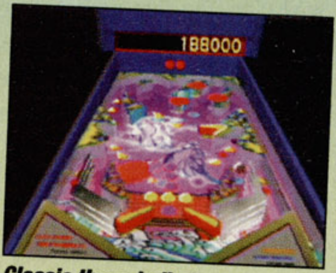

TOP VIEWING
MODELING
ENVIRONMENT
ENVIRONMENT
SCREEN
VIEWING
SCALE 60%
ZOOM x1
FILE
LOAD/SAVE
MAIN MENU
SELECT
SET
QUIT
HELP

Check out the wild exteriors!

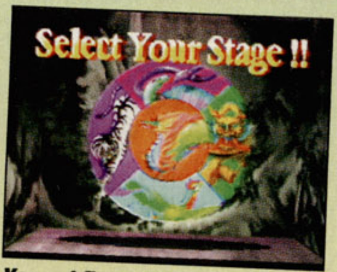
Real Pinball (By Panasonic)

The Japanese get to play something old on something new with Real Pinball. You get five three-ball tables with all the flippers, bumpers, skill shots, lights, and silver-ball-banging action you'd expect. The game play perspective is first-person above the table, so it looks like you're really playing a game.

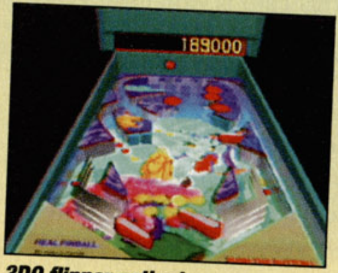
The table graphics put a Japanese spin on this all-American pastime. You see, the graphics represent the five elements – Fire, Water, Earth, Wind, and Cosmos – where Cosmos is really Shangri-La, representing a mystical heaven on earth...alright, we know, let's just PLAY PINS!



Classic three-ball pins!


Select Your Stage !!

You get five tables.


189000
REAL PINBALL

3DO flipper action!

PRONEWS

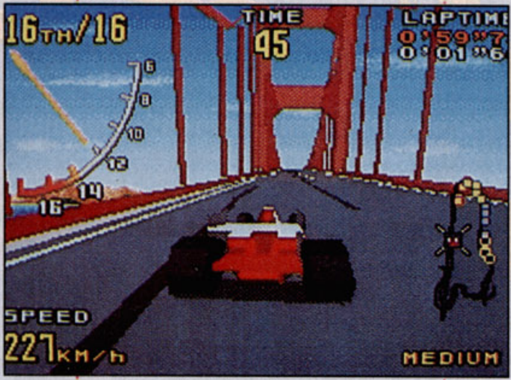
Will Sega and Microsoft File Flight Plans for Saturn?

Conflicting reports have surfaced regarding a possible partnership between Japan's **Sega Enterprises** and computer software giant **Microsoft** to co-create the operating system for Sega's upcoming **Saturn** 32-bit game system. If that teaming does indeed happen, it might mean that Saturn could handle applications more serious than entertainment. Rumors are also swirling about Microsoft becoming a Saturn game developer as well.

Microsoft, which created the MS-DOS operating system for IBM PCs as well as the user-friendly Windows operating system, didn't offer any details at press time, but a spokeswoman told *GamePro* that early reports of a partnership were "completely speculative." She confirmed that discussions with Sega were taking place. Stay tuned....

Sega's SVP Chip To Be Sold Separately

Virtua Racing was unquestionably the Genesis game of Winter CES, and **Sega** owes it all to a remarkable new technology. Commonly known as a DSP (Digital Signal Processor) chip, the marketing warriors at Sega have dubbed their chip the **SVP** (Sega Virtua Processor). This chip is extremely expensive to manufacture, which is why VR will be priced at $99.95, the most expensive Genesis cart to date. To lower prices on future SVP games, Sega will sell an SVP chip module separately later this summer. No prices have been determined, but don't be surprised if you can buy the SVP module for around $50 and future games that work with the SVP module for $50 a pop.



Tops on the Genesis, tops in price.

Capcom of Japan To Support 3DO, Sony

Leading business publications in Japan have reported that **Capcom**, one of the top three independent coin-op and consumer video game developers in the world, intends to support the new **3DO** and **Sony** platforms with software. No specific titles were mentioned in the articles.

Sega Channel Update

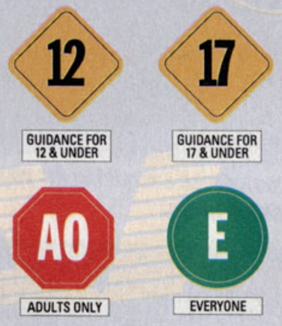
Beginning in March, the **Sega Channel** is testing in 12 cities. Sega Channel subscribers will be able to choose from a menu of 50 games, including action, martial arts, adventure, simulation, role-playing, and strategy titles. Although you won't see **Sega**'s newest games on the Channel, the company promises a good mix of old and new games, games designed especially for the Channel, and news and sneak peeks of soon-to-be-released games, including preview game play.

The monthly subscription fee will be $12–15. Subscribers will receive an adaptor that plugs into their Genesis systems and connects to their regular cable box. Once you're hooked up, you can access the menu screen that enables you to choose any game, any time. The system also enables parents to enter codes that'll prevent little sis or bro from accessing MA-13 or MA-17 games.

Hey, if you're in the Sega Channel test zone, drop us a line and let us know how you like it. The Channel will debut in Beaumont, Texas; Buffalo, New York; Charleston, West Virginia; Cincinnati, Ohio; East Lansing, Michigan; Gastonia, North Carolina; Hoover, Alabama; Nashua, New Hampshire; Portland, Oregon; Reston, Virginia; St. Louis, Missouri; and Sunnyvale, California.

Rated E

The **3DO Company** has become the next major industry player to announce a software ratings system. The ratings, which will apply to all software manufactured for the **3DO** system, will be voluntarily designated by the licensees, based on explicit content criteria, including strong language, violence, nudity, sexual situations, and drug use. Depending on the game's content, it will receive one of four ratings: E (Everyone), 12 (Guidance for age 12 and under), 17 (Guidance for age 17 and under), and AO (Adults Only). The rating icons will begin to appear on 3DO software released in March.



Blockbuster Buys Into Virgin

Well-known home-video dealer **Blockbuster Entertainment** spent about $30 million to pick up almost 20 percent ownership of **Virgin Interactive Entertainment** (VIE). This closely follows the purchase of 16.2 percent of VIE by toy-maker **Hasbro**. VIE chairman Robert Devereux was quoted by UPI as saying that "the alliance with Blockbuster Entertainment Corporation...should allow VIE to enhance its position in the fast-growing interactive entertainment market."

Blockbuster buys a part of Virgin – it doesn't look like a rental.

Philips Leans on Virgin's Expertise

Philips Media Games announced that **Virgin Interactive Entertainment** will produce three games for Philips' **Compact Disc Interactive** (CD-I) system. The upcoming Virgin games join the more than 130 software products released for the CD-I to date. The first release will be **Creature Shock**, a maze adventure that takes place in outer space, in which the player has to save humanity from an other-world military invasion. Creature Shock

SPEED THRILLS

BATTLE CARS™ for the Super Nintendo Entertainment System only has two speeds: fast and way fast.

Check it out, if you're up to it!

- One Player Mode with 9 levels and password support.
- Two player head-to-head mode.
- Tournament mode tracks up to 8 players stats.
- 9 grueling tracks!
- Brutal high-tech weapons!

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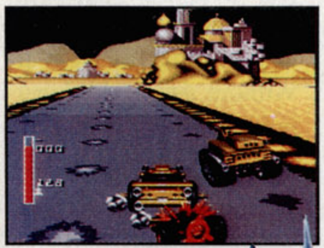
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Two player split screen Mode 7 head-to-head action!

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will be developed by the U.K.'s Argonaut Software, best known to video gamers for its development of the SFX chip and Star Fox for the SNES. Virgin didn't offer details on the other two CD-I games it's developing.

Crystal Dynamics Joins Sega, Signs PF Magic

Best known for Crash 'n' Burn, the game it created for Panasonic's 3DO system, **Crystal Dynamics** announced plans to develop software for Sega's current game systems, as well as the upcoming 32-bit **Saturn** system. No upcoming games were identified in the agreement.

In related news, Crystal Dynamics added another name to its Publishing Partner Program with the signing of PF Magic. In addition to PF Magic's upcoming PC- and Mac-based products, Crystal Dynamics said the program will cover **Ballz**, a 3D fighting game for Sega Genesis, and **PaTaank**, a pinball game for 3DO.

Precise pinball in PaTaank

Atari's Jaguar To Get Audio Boost

QSound announced a licensing agreement with Atari that will give the **Jaguar**, Atari's 64-bit game system, the benefit of enhanced audio. QSound's process, called "virtual audio," enables the placement of sounds outside the normal two-speaker arrangement, so they appear to be coming from the sides or above the listener. The process has been used in music recordings from Madonna, Sting, Roger Waters, and Julian Lennon. Most recently it was used in such games as Sega's Ecco CD for Sega CD, Virgin's Terminator for Sega CD, and Capcom's Super Street Fighter in the arcades.

Matsushita Brings 3DO to the Far East

Shadowing its release in America, **Matsushita** scheduled a March release for its **3DO** multiplayer in Japan under the Panasonic brand. According to a Reuters report, the Japanese version of 3DO will sell for 79,800 yen (approximately $712 U.S.), will reportedly have six games available at its launch, and will have 26 titles ready by May.

Panasonic will launch 3DO in Japan – and hopes it takes off.

Famous Boxers Duke It Out

In early January, the **Winter Consumer Electronics Show** (CES) in Las Vegas was the site for a particularly nasty battle, one that many have seen before: Sugar Ray Leonard vs. Marvelous Marvin Hagler. Sugar Ray Leonard won the first bout in 1987, but who would win the 1994 rematch? After three minutes of slugging it out, the judges decided it ended in a draw. But neither of the boxing legends wore gloves. That's because the bout took place in **Electro Brain**'s corner with its **Boxing Legends of the Ring** game, developed by Sculptured Software and recently released for the Genesis and the SNES. Both boxers claimed a rematch was being planned and stuck around to sign autographs.

Marvelous Marv and Sugar Ray put down the gloves and pick up their pens.

Ocean Announces Summer Movie Games

Movie-based games continue to hit the summer-release schedule. The latest are **The Shadow** and **The Flintstones**, both from **Ocean**.

Like the film, the SNES version of The Shadow is taken from the classic 1930s radio thriller. Look for this side-scrolling run-n-shoot game in June.

The Shadow knows.

Ocean's eight-meg side-scrolling Flintstones game will have all the characters from the upcoming John Goodman movie. Look for the amusing details that made the show a long-running hit, such as the bird-beak record player and giant dinosaur drumsticks. Ocean's plans include Mode 7 graphics, Dolby Surround Sound, and passwords to help make this game a page right out of his-to-ryyyy.

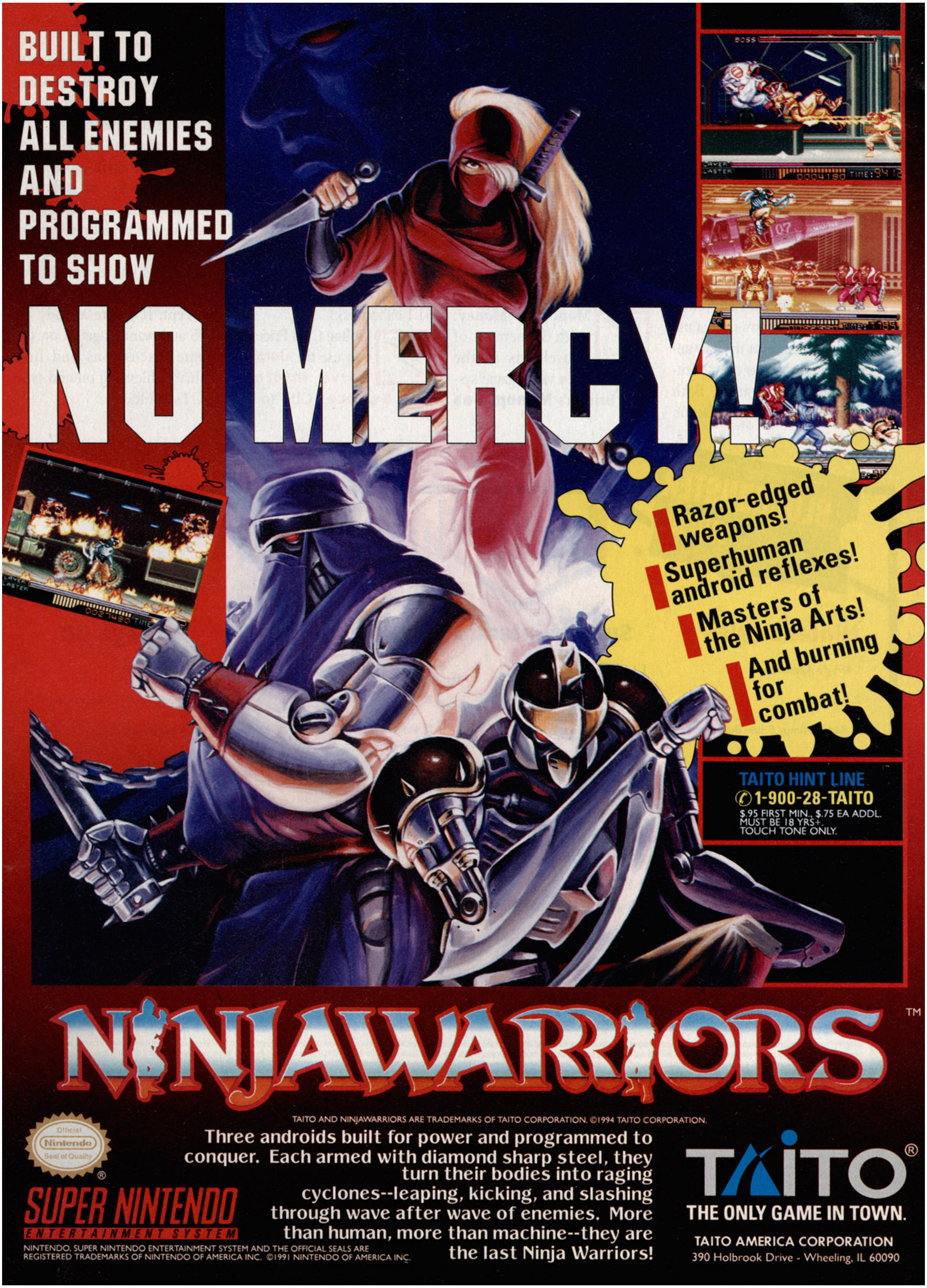
Vivid's Virtual Hockey

You may have seen the **Vivid Group**'s virtual-reality products on Nickelodeon's Nick Arcade, on news programs, or in the Smithsonian Museum. The Vivid Group's latest project came in to public view during the New York Skates event that coincided with the NHL All-Star Game in January. It was also featured on NBC's All-Star coverage.

VR Goalie puts the player, viewing his image overlaid on video of "virtual" hockey players, in front of speedy slapshots – without any risk of actually getting hit by a puck. Without using additional helmets and visors, Vivid Group's hardware/software combination detects when the player comes into contact with displayed items. Vivid Group is developing similar attractions for soccer, volleyball, golf, and other sports.

VR GOALIE
GOALIE

Hockey is one of the sports that the Vivid Group has turned into a virtual reality attraction.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At the Deadline

Nintendo Battles Pirates: Video game piracy is a growing problem, but now one more company is fighting against it. A settlement was agreed upon by **Nintendo of America** and **United Microelectronics Corp**. (UMC) over allegations that UMC was engaging in copyright infringement. Nintendo filed a federal lawsuit against UMC, claiming that the Taiwan-based company was counterfeiting Nintendo's games. Both companies stated their satisfaction with the terms of the settlement, and UMC noted in a UPI story that it will take extra precautions to "avoid infringements."

Monopoly Money: With 30 percent of households in the U.K. owning a video game system, Britain's **Monopolies and Mergers Commission** is looking at the competition – not the one on-screen, but the battle in the stores. A recent Reuters article notes that officials have ordered a probe into the U.K. video game industry after numerous complaints about inordinately high prices for some games. Video games are a 750-million pound business in the U.K. (approximately $1.1 billion U.S.).

Online Cuts Prices: If you use the **CompuServe Information Service** (CIS) to get electronic-game information, you'll find a little more spending money in your wallet, thanks to a recent price decrease. The move makes the online-service market that much more competitive, CIS's rate cut is the second such move in less than a year for the largest commercial online system. Depending on the access speed, rates have been trimmed by as much as 40 percent. If you're already on CIS and want to get in on the game discussions and find valuable files, log on and type GO GAMERS.

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Nintendo NES	Super Nintendo	Sega Genesis	Sega CD
1. Kirby's Adventure	1. NBA Jam	1. Sonic the Hedgehog 3	1. Mad Dog McCree
2. Tetris 2	2. Mortal Kombat	2. NBA Jam	2. Joe Montana NFL Football '94
3. Ren & Stimpy Show: Buckeroos	3. Disney's Aladdin	3. Mortal Kombat	3. WWF Rage in the Cage
4. Jurassic Park	4. Clayfighter	4. Eternal Champions	4. Dragon's Lair
5. Mario Is Missing!	5. Street Fighter II Turbo	5. Disney's Aladdin	5. Jurassic Park
6. Tecmo NBA Basketball	6. Lethal Enforcers	6. Street Fighter II Special Champion Edition	6. Ground Zero, Texas
7. Bonk's Adventure	7. Jurassic Park	7. Sonic Spinball	7. Sonic CD
8. WWF King of the Ring	8. Mega Man X	8. Tecmo Super Bowl	8. Lunar – The Silver Star
9. Rescue Rangers 2	9. Super Empire Strikes Back	9. Tecmo NBA Basketball	9. Dracula Unleashed
10. Battletoads/Double Dragon: The Ultimate Team	10. Winter Olympic Games	10. Lethal Enforcers	10. Prize Fighter

This information was provided exclusively to *GamePro* courtesy of Blockbuster Video.

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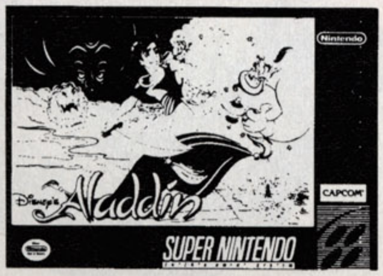

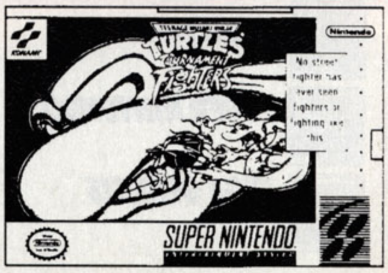

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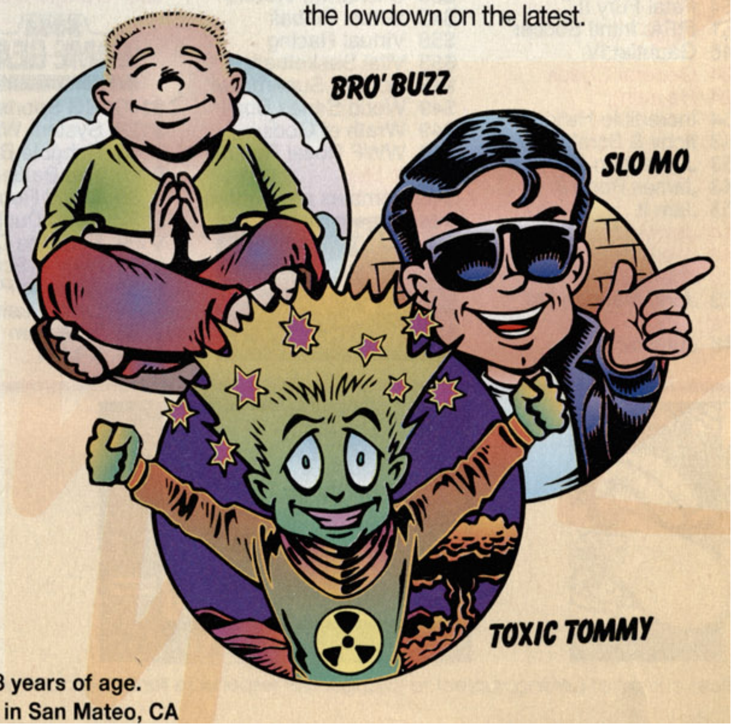

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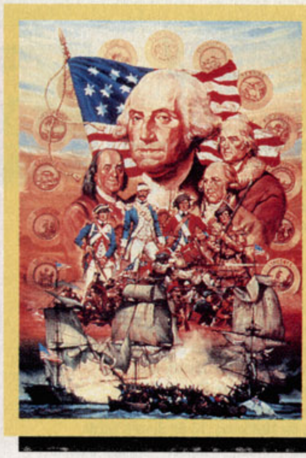

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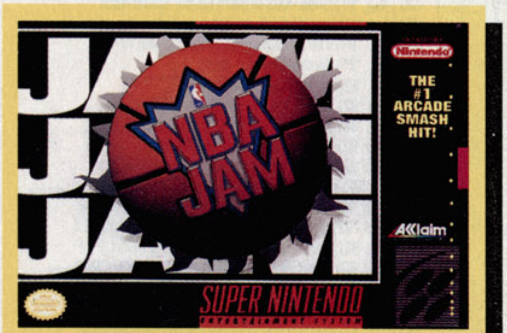

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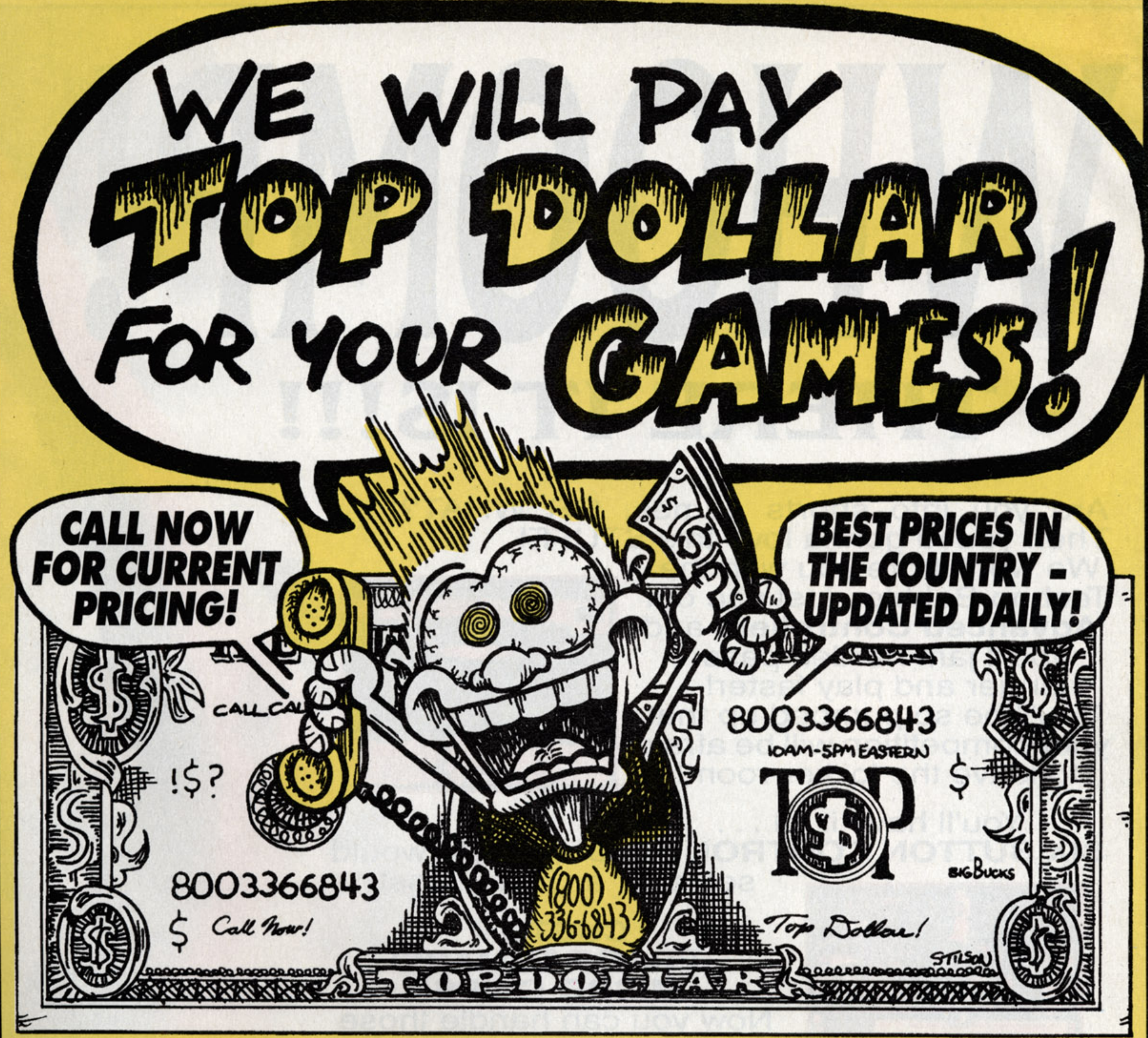
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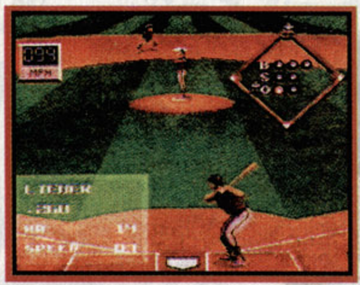

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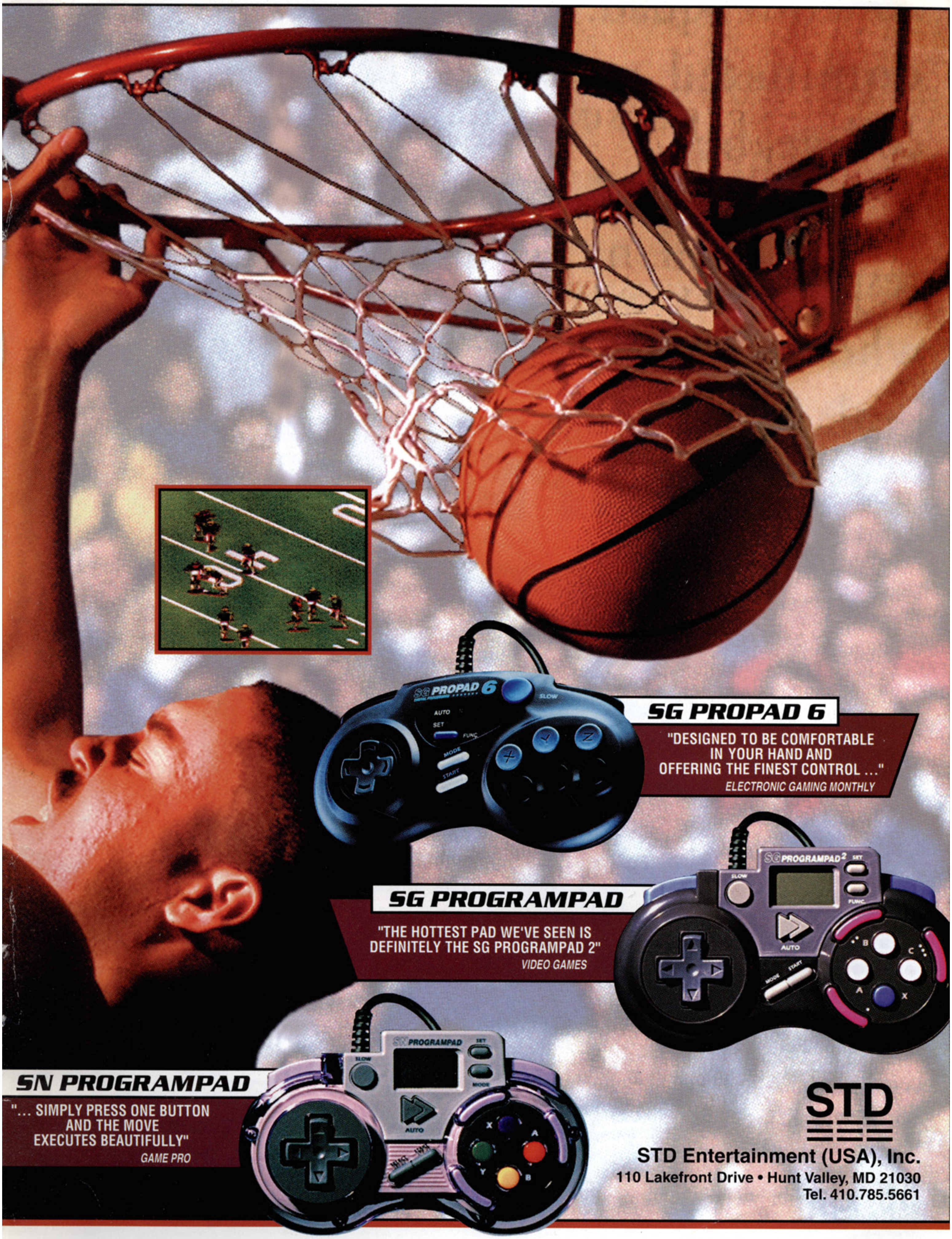

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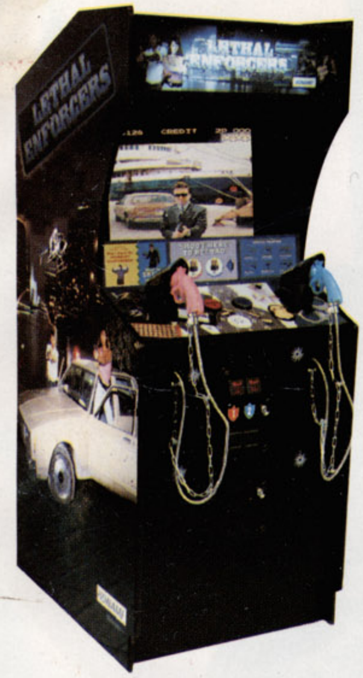
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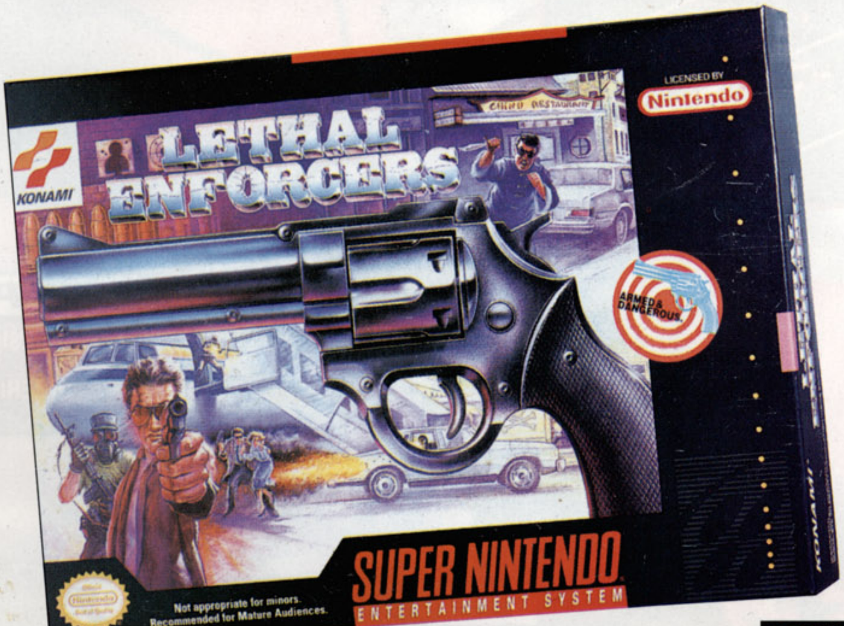
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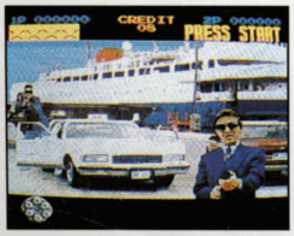
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